

Home

An Argus Specialist Publication

Computing WEEKLY

Every week: more software reviews than any other magazine

No. 32
Oct 11-17, 1983

38p

SOFTWARE REVIEWS FOR:

Commodore 64, Spectrum, Atari, TI-99/4A, Oric, BBC, Dragon

GREAT GAMES TO TYPE IN FOR:

VIC-20, Atari, Spectrum, TI-99/4A, ZX81 and Dragon

FIRST REVIEW:

Our verdict on Sinclair's Interface 2 for the Spectrum

THE

BIG SHOW:

Read the first full report

PLUS: U.S. scene, software charts for VIC-20, Spectrum, ZX81 and Dragon, your letters and much more



Oric changes on the way

Oric is planning changes to its computer to add new BASIC commands and improve reliability.

Two sources close to the company say the new ROM will make cassette handling and the TAB command more reliable. And the new commands include VERIFY and MERGE.

Managing director Barry Muncaster would only say no decision had been made on when or whether to introduce it.

Home Computing Weekly has been told, however, that the company was only waiting until enough stocks had been built up.

Our source added: "Oric are keeping quiet about the whole thing so that when they introduce

continued on page 5

Magazines go into micros

Good Housekeeping magazine is putting its name to a new range of, early learning programs being launched by Ebury Software.

First in the range are six programs aimed at three to six year olds, and running on the BBC B, Spectrum, Dragon and Commodore 64. They will cost £12.95.

The launch marks the latest in a series of moves by major magazine and book publishers into the software business.

Ebury Software is an offshoot of book publisher Ebury Press,

continued on page 5

NEW RELEASES

SENTINEL

**NEW FOR BBC 32K
SENTINEL £6.95**

AVAILABLE NOW DIRECT FROM P.S.S.

CREDIT CARD SALES TEL 07005467156
CHEQUE OR P.O. TO P.S.S. 433 STONEY
STANTON RD. COVENTRY CV6 8DD

at the sign of the
BIG 'M'

MICRO MANAGEMENT

BEST

prices
service

OVER 1000
SOFTWARE TITLES
AVAILABLE FOR BBC
SEND FOR LIST

- Britain's No 1 range of products
- Check our UK dealer network for your nearest outlet
- After sales, speedy service from our own factory and engineers

It's our aim to provide satisfaction at the sign of the Big 'M'. By providing local distributors, best prices and service, we offer you the most. If you don't see it in our ad., ask your local distributor, or write to our Head Office for full list. *All prices include VAT.* All products normally in stock but to prevent a wasted journey phone your local dealer first before calling.

BBC ORIC ATARI COMMODORE JUPITER COLOURGENIE SINCLAIR DRAGON LYNX MICROPROFESSOR

AGENTS

Head Office: 16 Princes St, Ipswich 0473 219461

Abercote
Abercote Computer Centre
8 Water St. 0745 828234

Ballymoney
Everyman Computers
Charlotte St. 02856 63116

Bedford
The Software Centre
32a Bronham Rd 0434 44733

Birmingham
The Software Centre
80 Hurst St. B5 021 623 8886

Blackburn
Microwise, Coaliffe Road
Whitburn Estate 0254 678033

Bolton
Microtest Ltd
18 Normandy Way 0208 3171

Bridgford
Automation Services
31 Wensley Rd, Ferryhol 0486 730889

Bristol
Brennall Computers Ltd
34 Park Row 0272 284188

Bromley
Dataforce
8 Chatterton Rd. 01 480 8881

Bury St Edmunds
Bury Computer Centre
Guildhall St. 0384 708773

Cambridge
GCC (Cambridge) Ltd
66 High St, Sawston 0223 838338

Chelmsford
Essex Computer Centre
Moulham St. 0248 358703

Clacton-on-Sea
Clacton Computer Centre
Fier Avenue 0285 425444

Co. Durham
Knowledge Ltd.
25 North Burn, Chester la Street
025 882818

Colchester
Empire Ltd
24 East St. 0206 888008
Capricorn Computer Centre
22 North Hill 0206 68471

Coventry
Coventry Micro Centre
33 Far Gosford St. 0203 88843

Dunby
First Byte Computers
10 Castlefields, Main Centre
London Road 0332 363387

Glossop
The Model Shop
79 Northgate St. 0438 410883

Great Yarmouth
Criterion Computers
12 George St. 0493 53888

Guildford
The Model Shop
23 Swan Lane 0443 38115

Hatfield
The Computer Centre
37 Robeson St. 0424 438180

Hereford
Business Information Systems
22 Market Courtyard Shops
0437 2776/68228

Hay-on-Wye
The Playpen
Market St. 0497 830123

Hemel Hempstead
Faxminster
25 Market Square 0462 89044

Holyhead
P & E Computers
33 Williams St. 0407 80383

Horsham
Micro Store
131 West St. 0403 50293

Wall
Computer Centre (Humborside)
24 Anlaby Rd. 0482 36297

Hilsum
Bits & Bytes
44 Fore St. 0272 82801

Ipswich
Micro Management
21 Princes St. 0473 58181

Kingston-on-Thames
Vision Store
3 Eden Walk 01 548 4800

Lichfield
Forsters
88 Tamworth St. 0843 22341

Liverpool
Beaver Radio
20/22 Whitechapel 051 708 8888

London
Computers of Wigmora St.
87 Wigmora St, W1 01 488 0273

Percival
207 High St, Eltham, SE9
01 889 7886

Northampton
Richard Reeves
174 Kettering Rd 0604 33578

Norwich
Richard Park
Anglia Square 0693 27963

Plymouth
Synex Ltd
48 Cornwall St 0782 88708
The Model Shop
11 Old Town St. 0752 11891

Shetland
Tomorrow's World
Explenade, Shetland 0595 2148

Southend-on-Sea
Essex Software
261 Victoria Ave. 0709 43848

Stovange
Video City
45/47 Fisher Green Rd. 83808

Stirling
Micro Store
3 The Arcade

Stroud
The Model Shop
22 High St. 04536 5920

Sutton
Computesave
8 Central Parade, St Marks Hill
01 390 5133

Tenston
LA Orey
1 St James St. 0835 78088

West Bromwich
Bell & Jones
28 Queens Square, Sandwell Centre
021 553 0830

West Croydon
Universal Micro Peripherals Ltd.
233 London Rd. 01 483 0880

Woking
71 Commercial Way
04862 25657

BUY THIS SPACE

To advertise
your latest products!
Ring Coleen or Barry on
01-437 1002 NOW!

Briefly

Terminal Software has brought out a Commodore 64 game that two can play. Called Super Dogfight, it's a version of the arcade game where you take part in a duel between two World War I air aces, and features a wraparound screen.
Terminal Software, 28 Church Lane, Prestwich, Manchester M25 5AJ

Seven Stars Publishing says its Gener-80 is one of the fastest assemblers running on a Z80 system. Now available for the Nascom range, the company says it runs at about 500 lines a second at 4MHz. It has a full-screen editor which checks lines for syntax and label-definition errors as they are typed in and generates semi-assembled source code. Tape and manual cost £9.95 including post.

Seven Stars Publishing, 15 Gloucester Ave, London NW1 7AU

Thorn EMI's October software releases include two cartridges for the VIC-20 and two for the Atari 400/800. For the VIC, there's Tank Commander and Mine Madness, which will sell for around £19.95. And for the Atari, Carnival Massacre and Killer Climb will cost around £24.95.

Thorn EMI, Upper Saint Martin's Lane, London WC2

B & R's Power Cleaner surge suppressor plug is claimed to protect your computer equipment from 99% of mains power surges, and to reduce the interference from household equipment such as vacuum cleaners. Costing £10, it can be fitted instead of an ordinary mains plug.

B & R, Temple Fields, Harlow, Essex CM20 2RG

Mikrogen is about to launch a bumper batch of 14 new action games for the Spectrum. They will include wargames, a graphics adventure called SAS Assault, and some family games including Darts and Knockout, a complex version of Shove Halfpenny. The 16K games will cost £5.95 and the 48K games £6.95.

Mikrogen, 1 Devonshire Cottages, London Road, Bracknell, Berks RG12 2TG

Home Computing WEEKLY

News 5

Software reviews 7
Action games for TI-99/4A, Commodore 64, Atari

Show report 10

VIC-20 program 13
Can you escape from the haunted mansion?

Software reviews 15
Maze games for Spectrum, TI-99/4A

Dragon program 17
Your chance to be John McEnroe

Profile: Tansoft 18

Spectrum program 19
Munch for your life...

TI-99/4A program 22
Fend off the ferocious feline

Software reviews 27
...for Oric, BBC, Commodore 64, Spectrum

Atari program 29
Save the damsel in distress

Software reviews 32
...for Oric, Spectrum, TI-99/4A, Dragon

ZX81 program 35
How to get cross

Spectrum software reviews 37

Letters 39

Best Sellers, U.S. Scene 41

Spectrum Interface 2 review 42
Our expert gives his verdict

Spectrum software reviews 43

Acting Editor: Paul Liptrot	Advertisement Manager: Coleen Pimm
Assistant Editor: Candice Goodwin	Assistant Advertisement Manager: Ricky Holloway
Designer: Bryan Pitchford	Classified Advertising: Debra Stuppel
Managing Editor: Ron Harris	Chief Executive: Jim Connell

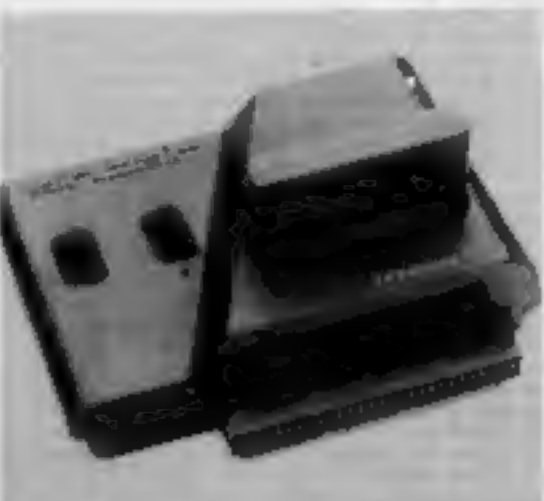
Argus Specialist Publications Ltd.
145 Charing Cross Road, London WC2H 0EE. 01-437 1002

Home Computing Weekly is published on Tuesdays. Distribution by Argus Press Sales and Distribution Ltd, 12-14 Paul Street, London EC2A 4JS. Printed by Alabaster Passmore & Sons Ltd, of London and Maidstone, Kent. Design and origination by MM Design and Print, 145 Charing Cross Rd., London WC2H 0EE

NEW FREE CATALOGUE
24 PAGES OF SPECTRUM BEST
01-789 8546
SOFTWARE SUPERMARKET



Why is he looking so pleased? Find out in our show report on pages 10 and 11



Just a few weeks after the Microdrive, Sinclair launches the Spectrum Interface 2. Our detailed review is on page 42



Tansoft: Meet the man behind the name on page 18

LLAMASOFT!!

NEW NEW NEW NEW

**ANOTHER REMARKABLE GAME
FOR THE**

UNEXPANDED VIC-20!



**A MERE
£5.50
PLUS 50p P&P**

METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME ★

A fast and original game for the unexpanded VIC. Challenging and colourful, with good sonics and a unique game action and design, this promises to be the most exciting new 3.5K VIC game since the introduction of GRIDRUNNER nearly a year ago.

**LLAMASOFT!! Computer
Software**

Dept: 49 Mount Pleasant, Tadley, Hants RG26 6BN

from front page



Peter Harding, Oric's sales boss

it they have got enough stock to meet demand. Basically it's a tidying-up operation."

Mr Muncaster said two or three software houses had seen samples because Oric was endeavouring to ensure existing software would not be affected.

He said: "We don't want to give anyone any nasty surprises like Sir Clive did."

This was a reference to series three Spectrums which affected a few machine code programs rely-

ing on unpublished features of the computer.

Oric's sales boss Peter Harding said the company would be launching a new computer in late spring. It would have a typewriter-style keyboard and 64K of RAM, 37K useable in high-resolution mode and 47K in standard mode.

He said: "It's going to be the Electron-Commodore 64 basher."

Oric's modem, costing £50-£70, was nearly finished and its 3in disc drive would follow at about £200.

He believes that, following games, the next phase of computer sales in large numbers would be for uses like home banking, electronic mail, telesoftware and teleshopping.

Tansoft has now taken over Oric's mail order operation.

● Oric has been voted best home computer by a panel of 25 journalists in France — 35,000 have been sold there. The Spectrum needs an add-on to work on the French TV system; the Oric does not. More than 70 per cent of Oric sales are overseas.

Oric Products International, Coworth Park, London Rd, Ascot, Berks SL5 7SE

Bungled burglary

The bad news is that Micromega was burgled the other week — the good news is that the burglars didn't know what they were doing.

Manager Neil Hooper said: "They came in through an upstairs window. They ignored our expensive software development system — and picked up a 48K Spectrum, leaving behind the power supply.

"The police think they probably kids, but they can't have been computing kids or they'd have known what to take. If they'd had any taste, they'd have taken some copies of our latest program, Luna Crabs."

Micromega has now called in the security experts to make sure they don't have a second break-in.

Meanwhile, if you should come across a 48K Series 2 Spectrum, serial number 001-106604, minus a power supply, the Lavender Hill police would like to hear from you.

"The police think they were probably kids, but they can't

have been computing kids or they'd have known what to take. If they'd had any taste, they'd have taken some copies of our latest program, Luna Crabs.

Seeing red and green

Silly Software is making its market debut with a Dragon program that has what is probably the first ever 3D packaging.

Nestling in every cassette box is a pair of those red and green goggles, which cinema fans may remember from such films as *They Came From Outer Space*. Put the glasses on, and you should be able to see the cassette insert in three dimensions.

The program itself is called *Movie Producer*.

First you have to sell your script — and then the fun really begins.

Movie Producer has music, graphics, and according to Silly Software, "a theoretical 25 billion levels of play."

All this for only £7.95. *Silly Software, 61 Thornhill, North Weald, Epping, Essex*

Micro project wins award

A computerised golf driving system based around the BBC micro has won 16-year-old Richard Mackman a prize in this year's Young Engineer for Britain competition.

As winner of the 16-17 year age group, Richard receives £150 and a trip to Europe to see computers being used in industry.

Richard, who is a student at Garforth Comprehensive, Leeds, started the project last summer as

part of his O-level Technology course.

He said: "Because the project was going to last a year, I wanted to do something that interested me. My two hobbies are golf and computers, so I thought of an idea that brought them both together.

"I was really thrilled and surprised to win, because the other projects were so good."

Using a network of sensors linked up to the BBC micro, Richard's system times the flight of a golf ball from the tee into a practice net, and then calculates how far the ball went, the angle of the shot and the ball's initial velocity.

He wrote the entire control program himself, and did most of the design. Teachers helped him to construct the special circuits and computer interface.

Now he's proved that the basic idea of using a computer to calculate a golfball's trajectory can work, Richard hopes that a commercial company will develop the system further so that it could be used in golf training.

Richard himself will be kept pretty busy from now on doing five A-levels — in maths, further maths, physics, chemistry and general studies.

Eventually he hopes to either go into computing, or become a pilot.

From front page

and *Good Housekeeping* is part of the National Magazine Company which also publishes *Cosmopolitan*, *Company*, *Harpers & Queen* and *She*.

Roger Barrett, who is publishing director of Ebury Software as well as a director of National Magazine, said: "There are more microcomputers in homes in the UK than anywhere else in the world.

"We believe that there is a big demand for quality software, and that's why the National Magazine Company has decided to move into the software market.

"Later programs will cover a wide range of subjects, and will be linked to our major publications."

National Magazine Company, 72 Broadwick Street, London W1V 2BP

You could be on our pages

We welcome programs articles and tips from our readers.

PROGRAMS should, if possible, be computer printed to a width of 48 characters (use a new ribbon) and/or sent on cassette. Check carefully that they are bug-free. Include details of what your program does, how it works, variables you have used and hints on conversion.

ARTICLES on using home computers should be no longer than 2,000 words. Don't worry about your writing ability — just try to keep to the style in HCW. Articles most likely to be published will help our readers make better use of their micros by giving useful ideas, possibly with programming examples. We will convert any sketched illustrations into finished artwork.

TIPS are short articles, and brief programming routines which we can put together with others. Your hints can aid other computer users.

Competitive rates are paid.

Keep a copy of your submissions and include an SAE if you want them returned. Label everything clearly and give a daytime and home phone number if you can.

Paul Liptrot, Home Computing Weekly, 145 Charing Cross Road, London WC2H 0EE

Free yourself from the Handbook



USE MICROGUIDES THE KEYPLATES TO MAKE IT EASY!

Microguide KEYPLATES fit neatly over your computer keys • Gives you an easy to read list of commands • Alphabetically arranged for immediate access • Placed exactly where you require it as part of your computer keyboard • The Keyplates, made of durable plastic, have space for function key notes • 'Clean-wipe' pen for function key identity is supplied •

MICROGUIDES

SPECIAL INTRODUCTORY OFFER!

Order now and you will receive a FREE copy of "Error messages and how to deal with them."

Keyplate prices

VIC 20 £8.95

DRAGON 32 £8.95

COMMODORE 64 £9.95

BBC A & B MICRO £9.95




CHEQUES OR POSTAL ORDERS WITH ORDERS TO

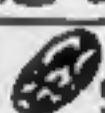
MICROGUIDES

St., James House, 105-113 THE BROADWAY, EALING, LONDON, W13 9BL




FOR THE DRAGON 32

FROG-HOP: This version of the popular arcade game uses m/c and hi-res graphics!  for a fast moving game. PRICE: £7.75

GALACTIC SLUGS: Sneaky, slimy, squamous creatures that will slime all over you if  you don't shoot 'em first. Machine code and hi-res. PRICE: £7.75

FOR THE SPECTRUM 48K

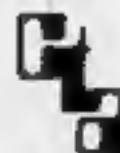
FREE-ZONE: Reversi - with a twist! Will you save England, or blow it to into little pieces? Full graphics. PRICE: £6.50

CHARACTER GENERATOR: A very useful program that allows you to make your own  characters. They can be saved, and used in your own games. Comes with instruction manual. PRICE: £8.45

FOR THE ORIC 48K

T-COMP: At last a compiler, that will speed up your BASIC program to near m/c levels. An excellent introduction to compilers and machine code, T-Comp is complete with full instruction manual

PRICE: £12.95

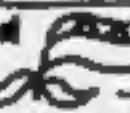


Both Bamby Software and P.C.S. are members of the Computer Trade Association.

*// For full details of these and other titles, please contact: either: *

BAMBY SOFTWARE P.C.S. DISTRIBUTION
LEVER BURGH UNIT 6 SCOTSHAW BROOK
ISLE OF HARRIS BRANCH ROAD
PA88 3TX LOWER DARLINGTON, LANCS
BB3 0PR.
Tel: 085 982 313 Tel: 0254 691211

FOR THE T.199/4A

SARGASSO SECTOR: You are in a space pod  that is damaged beyond repair - all you can do is turn left, and all that's left is revenge! PRICE: £7.75

MUSIC MACHINE: Play around with Texas sound. This program uses the chords, and shows you which ones you're using. Finished pieces of music can be saved on tape, and used in your own programs. PRICE: £7.75

NODRUB'S QUEST: A 3-D adventure game - rescue the Princess and avoid **BYTE-SIZE MIKE**; there's two parts to this graphic adventure. PRICE: £8.45

For full catalogue please contact us (SAE appreciated) at the addresses above.

Access orders welcomed, otherwise please enclose a cheque or postal order.

Laser Tank TI-99/4A (Extended BASIC) £10

Not Polyoptics, from Stainless Software, 10 Alstone Road, Stockport, Cheshire SK4 5AH

Laser Tank provides a futuristic simulation of warfare as it would be seen from the turret of a CIREV — coherent infra-red equipped vehicle.

You have three such vehicles with which to destroy another three controlled by the computer.

Each is located by adjusting the attitude and position of your tank with respect to readings from radar and video screens, and a bearing marker.

Once on video, the tank is

manoeuvred until your adversary is within range. Hopefully, when you open fire, the enemy will be destroyed, but pause to think about it and he may well attack first.

There are three levels of difficulty. The score given at the end of the game is based upon the skill level played, the number of tanks left in your command and the time taken to destroy the enemy.

Movements are controlled by either keyboard or joystick, the former being the more formidable as it allows left and right tracks to be steered separately.

	J.W.
instructions	100%
playability	70%
graphics	70%
value for money	65%



Zap TI-99/4A (Extended BASIC) £7.95

Byteware, Unit 25, Handyside Arcade, Newcastle upon Tyne NE1 4PZ

As its title suggests, this is an arcade type game in which you zap aliens in order to survive.

The cursor keys control movement of sights which must be positioned on the aliens that flit across the screen. The space bar is used to open fire.

The object is to destroy as many aliens as you can, before your ship's fuel runs out. The fuel reserve is displayed at the top of the screen and rapidly diminishes as the game progresses.

To completely destroy an alien the head must be hit, but hitting the body gains extra fuel.

Adding to the difficulty of this, however, the aliens appear in pairs, one of which will act as a decoy as it cannot be destroyed. At the end of each game you are reminded of the score, but no best score is given.

The action is extremely fast, and unless you're a whizz kid of the keyboard each game ends within a few minutes. If a selection of skill levels were incorporated into the program I would definitely find it more playable.

	J.W.
instructions	90%
playability	60%
graphics	60%
value for money	60%



Android Attack Atari 400/800 plus Joystick £6.95

Blaby, Crossways House, Lutterworth Road, Blaby, Leicester

Arcade-style action games need to be written in machine code for smooth exciting graphics. This game is no exception. Written mostly in BASIC with some machine code (not enough) the results are jerkily apparent on screen.

Android Attack has five levels. All involve preventing a nuclear reactor from going critical. The reactor lies at the heart of a chamber guarded within by androids. You are armed with a laser.

Your mission? To blast your way down to the chamber floor, blast a hole in the floor allowing water to flood in and cool the reactor, then blast your way out of the blasted place.

Points are awarded for destroying androids, every one of which must be despatched before going to the next level. Unsurprisingly, the higher the level the greater the peril. Androids multiply and shoot back and walls become electrified.

Android Attack fails to improve upon an already hackneyed idea.

	T.A.
instructions	65%
playability	25%
graphics	40%
value for money	60%



Alien activity on your micro

Read on for a rundown of some action games set in space

Cyclons Commodore 64 plus Joystick £5.99

Rabbit Software, 380 Station Road, Harrow, Middx HA1 2DE

For me, the most impressive thing about Cyclons was its superb title sequence, complete with 'Star Wars' theme music and moving letters.

The whole package had a professional and smooth presentation to it, which was not really matched by its play value.

'You' are a round green spaceship, armed with a bullet cannon, and the idea is to shoot down the purple saucers and red spinners without being caught in the ensuing explosions or crashing into the terrain below.

Several options are available, including ricochet bullets, terrain below, score rankings and five skill levels.

Graphically impressive, the game suffers a little from lack of variety and as such I can only recommend it to dedicated games players.

	D.A.
instructions	50%
playability	50%
graphics	85%
value for money	55%



Astro Chase Atari 400/800 32K £20

From most Atari mail order companies

An original idea for a space game? Yes. The earth is under attack again, this time from megamines closing in slowly.

If one touches the earth, the planet explodes with surprising ferocity and graphic subtleness.

Your ship patrols the galaxy hunting out megamines and avoiding or destroying the eight types of alien craft that harass you.

The screen is used as a window on to the play area, and you have to keep running back just to check a mine hasn't slipped through the net.

The galaxy background is stunning to say the least, the earth too — with America shown mainly.

There are graphical interludes after clearing several sheets of megamines, which show our triumphant hero returning to base — again some more brilliant graphics.

There are 32 levels which is quite enough. A good game.

	M.F.
instructions	90%
playability	85%
graphics	95%
value for money	80%



H.U.R.G.

HIGH LEVEL USER FRIENDLY
REAL TIME GAMES DESIGNER



ALL YOU NEED
IS IMAGINATION

N.O.W...

THE GAMES YOU IMAGINE CAN BE THE GAMES YOU PLAY

DESIGN YOUR OWN COMPUTER GAMES IN MINUTES

Introducing the incredible H.U.R.G. — The ultimate game program for people who want to really play games. With H.U.R.G. the hardest thing you will have to do is to think of a game title, and design the characters.

HIGH LEVEL — requires no programming skills — simply design the shapes you want, and H.U.R.G. will animate them into the most amazing on-screen action you've ever seen. Choose any setting for your game, from mazes to outer space or sinister caverns — the only limit is your imagination.

USER FRIENDLY — H.U.R.G. will lead you through a series of easy to follow procedures, ending in the creation of a game that is as wild as your imagination!

REAL TIME — You can see exactly what you're creating at all times. Every game has hundreds of variations, and you can change its features at any time. You can speed up the action, change the size of the characters and even make them more vicious — it's all up to you; and you can see it all on-screen immediately.

GAMES DESIGNER — H.U.R.G. enables you to design and store the games you create on cassette and play them later using H.U.R.G. as the control program. It's the one program you will never tire of.

Now you can create all the stunning arcade effects on your Spectrum that up until now have only been available to professional software houses.



To really fire your imagination, H.U.R.G. includes three ready-to-play fast-action arcade games, created using H.U.R.G.

Design a Game...

WIN £3,000

Each month up until February 1984, three prizes will be awarded every month for the best games of the month

At the end, the best game will win a grand prize of £3,000

YOU could be a famous games designer! Every entrant has the opportunity of being published by Melbourne House and earning royalties.

Details of the competition are available with H.U.R.G.

HCW2/10

Please send me your free 40 page catalogue.

48K SPECTRUM Cassettes

- H.U.R.G. £14.9
- The Hobbit £14.9
- Penetrator £6.9
- Terror-Daktii 4D £6.9
- Melbourne Draw £8.9
- Computer Bridge £8.9
- Abersoft Forth £14.9

£
£ 8

TOTAL £

I enclose my cheque money order for £

Please debit my Access card No.

Expiry Date Signature

Name

Address

Postcode

H.U.R.G. will be officially released at the end of October. Get your order in now, and reserve your copy so that you can be among the first with this revolutionary software! Access orders can be telephoned through on our 24-hour ansafone (01) 858 7397.

Melbourne House

Orders to:
Melbourne
House
131 Trafalgar Rd
Greenwich
London SE18
Correspondence to:
Melbourne House
Tring, Hertfordshire
Trade enquiries welcome

New games, new add-ons at the big show

Teenager Paul Holmes, who started computing two years ago with a ZX81, made his debut as Timescape.

He showed his first — and, so far, only — product, a shoot-'em-up game called Wild West Hero, priced at £5.90 for the 48K Spectrum.

But Paul, 16 and author of Spectrum Machine Code Made Easy, plans to bring out a new tape every three weeks.

Spanish company Indescomp showed its range of add-ons for Sinclair computers, all housed in glossy black boxes.

They include typewriter-style keyboards for the Spectrum and ZX81 at £42.95 and £39.95, RAMpacks and interfaces. The Domestic Controller (£37.75) for the Spectrum has four outputs and inputs to control alarms, lights, heating and so on.

Two new speech units chattered away to visitors.

Currah's Microspeech, at £29.95 for the Spectrum with a free tape, works through the TV speaker, voices all the keys — so B says "bee", ENTER says "enter" — and uses allophones. This means "hello" is typed in as "he(11)(oo)". Intonation is created by mixing upper and lowercase letters.

Type 'n' Talk, priced at £171.35 by Namul, connects to the RS-232 or RS432 printer port of any computer, although it was demonstrated on a BBC. It speaks any text using ASCII characters and delay, inflation and volume can be controlled.

Inside is a Votrax SC01A speech chip, Z80 processor, an 8K EPROM and 2K of RAM.

Bug-Byte showed Old Father Time, a graphic adventure for the 32K BBC due out soon.

And Bubble Bus had a table football game for the Commodore 64, written by Nick Strange, 24, author of its pool program. It's called Kick Off, priced at £5.95 and uses two joysticks.

Here come the 1984 add-ons from America by Audiogenic and should be here in three weeks. Four games for the Commodore 64 and one for the VIC-20 — called Teddy — are also due out soon.

Sinclair add-on specialist Basicare has produced Pericon B (£30.15), a unit for the Spectrum with 24-line output to drive relays.

With 28 more titles out, or due soon, Romik has programs for a total of 10 home computers, in-

Once more HCW brings you a comprehensive show report. Paul Liptrot talked to the exhibitors and examined the new products at the PCW show

cluding newcomers like the Electron and the Commodore 64.

Richard Paul Turner's Interceptor Micros had four new Commodore 64 programs, with another this week, all priced at £7. There is also one each for the VIC-20 and Lynx and his first, Cuddly Cubert, for the Spectrum. Price: £5.

Publishers were at the show in strength. Interface has 14 new titles, John Wiley showed a new range and Heinemann had four new software titles for education.

Melbourne House launched its High resolution User-friendly Real-time Games designer — thankfully abbreviated to HURG

— which is due on sale at £14.95 for the Spectrum, from the beginning of next month.

It was to be called the Games Designer, until Quicksilver brought out a program with that name (same price, too).

Gerry Rose, who parted with Romik and set up Phoenix, said his twin-pack games gave top value at £9.99. Each pack is the size of a video cassette and contains two tapes, an arcade game and an adventure. The arcade game has to be cracked before you can play the adventure. The first, Death Mines of Sirius, for the Dragon, is out now and more follow in the next few weeks for the 64, VIC-20 and Spectrum.



Paul Holmes

Spanish Spectrum — Valle Carmona, a secretary at Madrid-based Indescomp, with her company's glossy black add-on keyboard

Microstation is a new £7.50 product from Kelwood Computer Cases designed to hold a ZX81 or Spectrum, along with cassette recorder, Microdrive and printer.

Kingsley TV says its modified Grundig sets give high definition for computers as well as switching back easily to programme viewing. A 14 in colour TV costs £261 or your own TV can be converted for £50, plus return carriage.

Virgin is adding 12 new games next month, bringing its total to 36. The new titles are for the Spectrum, Commodore 64 and TI-99/4A.

Acorn Computers played the Brandenburg concerto through nine BBC micros — each with three musical voices — to demonstrate its Econet network. The Electron was also on show.

A console for the Oric holds the computer along with a notepad, cassette recorder, pens and cassettes with space for a TV. It's by Express Computers (Rugby).

Crystal's three new games for the Spectrum include a tank battle called Rommel's Revenge (£6.50) and Anirog also brought out three titles, two for the 64, and one for the VIC-20, plus 16K, called Skramble, similar to the 64 version (£7.95).

Microdeal brought out the second and third in its Dragon series featuring the Cuthbert character (£8 each).

Pinball Arcade, at £10.35 for the BBC from Kansas, has six different tables from which to choose, "flippers" and control over the ball firing spring.

Micro-Aid's French Abroad for the BBC (£7.95) teaches and tests on one side of the tape and speaks the language on the other side. It includes an exchange rate section and sample letters. Other languages are to follow.

As well as bringing out new titles, Abrasco previewed Super Catcha Troopa, a Commodore 64 arcade game for £7.50, an enhanced version of its VIC-20 game. Also for the 64: Home Manager (tape £12.50, disc £15) and a spreadsheet called Abracalc (tape £25, disc £27.50).

Also from Melbourne House: five new books — including one on the Spectrum Microdrive — and The Hobbit for the BBC and Commodore 64, with the Oric to follow soon from Tansoft. And the company says its Horace series for the Spectrum will soon be available for the Commodore 64, Dragon and VIC-20. Spec-

SHOW REPORT

trum Computer Bridge (£8.95) is due in mid-November.

Llamasoft's Jeff Minter showed his latest VIC-20 game, Metagalactic Llamas Battle at the Edge of Time. The game, including its lengthy title, fits into the VIC-20's standard 3½K. And there was a demonstration of Revenge of the Mutant Camels, for the Commodore 64 and planned for December release.

Fuller, whose FDS Keyboard is now available for the Spectrum, ZX81, Oric and Jupiter Ace, has the Laser 2000 computer on sale for £39.95 until November 1. The company's Amp-stick has speaker, amplifier and joystick controller in one unit for the Spectrum (£19.95).

Ten games for the Sharp 700 were launched by Kuma.

From Shards comes a 90K graphic adventure — it loads in three parts — called Pettigrew's Diary. It costs £7.95 and runs on the Dragon. Shards had three more new Dragon titles and one for the BBC to teach maths.

CDS, with new titles due for Spectrum and Oric later this month, previewed the first of its educational range for the 48k Spectrum, language programs to help with French and German at £5.95. Maths follows next month.

A 23-year-old RAF technician, Corporal Chris Lancaster, wrote Imagine's latest VIC-20 game, Bewitched (£5.50). The company's Arcadia title is being launched shortly for the Commodore 64.

Softtek added to its range for the Oric and Spectrum and plans releases for the Electron and the Commodore 64. Its new IS Compiler and FP Compiler, both for the Spectrum, are £9.95 and £19.95 respectively.

The first six of a range of educational programs — for the BBC, Spectrum and 64 — is to be launched by Pilot Software City early next year. Managing director Kelvin Robinson said they would be for six-11-year-olds with the emphasis on involvement.

Oric software specialists Tansoft brought out two new games, including Rat Splat (£7.95) in which you have to chase a rat and thump it. Until Christmas Tansoft is selling the 16K Oric by mail order at a cut-price £79.95.

Dragon said that there were 26 new software titles for its computer and that the 64K model would be out in mid-November. Microcomputer Resources has a Prestel interface for the Dragon 32 to display green and black or white and black. A Viewdata colour card is promised soon.

New titles from Softspot for the BBC include a Christmas game called Beebaclus (£6.95).

BBC Publications and Atari showed their new titles, including Atari's race game cartridge, Pole Position (£29.99).

Where to find them

Timescape, 8A Digby Rd, Sutton Coldfield, West Midlands

Indescomp, P Castellana, 179, 1, Madrid 16 (phone for UK stockists 1279 31 05)

Currah, Graythorp Industrial Estate, Harlepool, Cleveland TS25 2DF

Namal, 153-154 East Rd, Cambridge

Bug Byte, Canning Place, Liverpool L1 8JB

Bubble Bus, 87 High St, Tonbridge, Kent

Audiogenic, P.O. Box 88, Reading, Berks

Basicare, 12 Rickett St, London SW 6 1RU

Romik, 24 Church St, Slough, Berks SL1 1PT

Interceptor, London House, The Green, Tadley, Hants

Interface, 44-46 Earls Ct Rd, London W8 6EJ

John Wiley, Baffins La, Chichester, W Sussex

Melbourne House, 224 Stanley Rd, Teddington, Middx

Quicksilver, 13 Palmerston Rd, Southampton, Hants SO1 1LL

Llamasoft, 49 Mount Pleasant, Tadley, Hants

Fuller, 17 Sweeting St, Liverpool 2

Kuma, 11 York Rd, Maidenhead, Berks

Shards, 189 Eton Rd, Ilford, Essex IG1 2UQ

CDS, 10 Westfield Ct, Tickhill, Doncaster, S. Yorks DN11 9LA

Imagine, 5 Sir Thomas St, Liverpool L1 6BW

Saftek, 329 Croxted Rd, London SE24

Pilot, 32 Rathbone Pl, London W1P 1AD

Tansoft, 3 Club Mews, Ely, Cambs CB7 4NW

Dragon, Kenfig Industrial Estate, Margan, Port Talbot, W. Glam SA13 2PE

Microcomputer Resources, 1 Branch Rd, Park St Village, St Albans, Herts

Softspot, 29 South Cres, Prittlewell, Southend, Essex SS2 6TB

BBC Publications, 35 Marlebone High St, London W1

Atari, Railway Terrace, Slough, Berks SL2 5BZ

Phoenix Software, 116 Marsh Rd, Pinner, Middx

Kelwood, Downs Row, Moorgate, Rotherham S60 2HD

Kingsley TV, 40-42 Shields Rd, Newcastle-upon-Tyne

Virgin, 61-63 Portobello Rd, London W11 3DD

Acorn, Fulbourne Rd, Cherry Hinton, Cambridge CB1 4JN

Express, 83 High St, Hulfmorton, Rugby, Warwicks CV21 4HD

Crystal, 2 Ashton Wy, Sunderland SR3 3RX

Anirog, 29 West H1, Dartford, Kent DA1 2EL

Microdeal, 41 Truro Rd, St Austell, Cornwall PL25 5JE

Kansas, Unit 3, Sutton Springs Wd, Chesterfield, Derbys

Micro-Aid, 25 Fore St, Praze, Camborne, Cornwall TR14 0JX

Abrasco, The Grange Barn, Pikes End, Eastcote, Middx HA5 2EX

FOR FIRST TIME USERS...

A new series of books which introduce newcomers to the most widely used micros in the marketplace.

The books assume absolutely no knowledge about computers and the reader is shown even the most fundamental operations such as "switching on" and "loading a program". The books lead the reader through simple programming and then onto graphics, with several programs which show how to achieve pictures and even animation. The books contain a number of specially written programs which show the full potential of these machines.

"The text is liberally supported by all manner of useful diagrams and illustrations (including many black and white photographs of the screen). The overall presentation is excellent. The printing, setting out and listings are clear and positively invite the reader to have a go."

EDUCATIONAL COMPUTING

£5.95

(incl. postage)



ORDER FORM

READ-OUT BOOKS AND SOFTWARE
8 Forge Court, Reading Road,
Yateley, Camberley, Surrey GU17 7RX

24 hour answering service Tel (0252) 873373

Name _____

Address _____

NOW AVAILABLE

Please send mecopy/ies all at £5.95 each

incl. postage & packing. (Allow 14 days for delivery)

Learning to Use the PET Computer
Learning to Use the BBC Microcomputer
Learning to Use the ZX Spectrum
Learning to Use the Apple II/IIe
Learning to Use the Commodore 64
Learning to Use the VIC 20 Computer

Learning to Use the ZX81 Computer
Learning to Use the Dragon 32
Learning to Use the T190/40
Learning to Use the Oric 1
Learning to Use the Lynx

Make cheques payable to Newtech Publishing Ltd

I enclose my cheque for £ _____

Please debit my Access

Signed _____ Date _____

READ-OUT

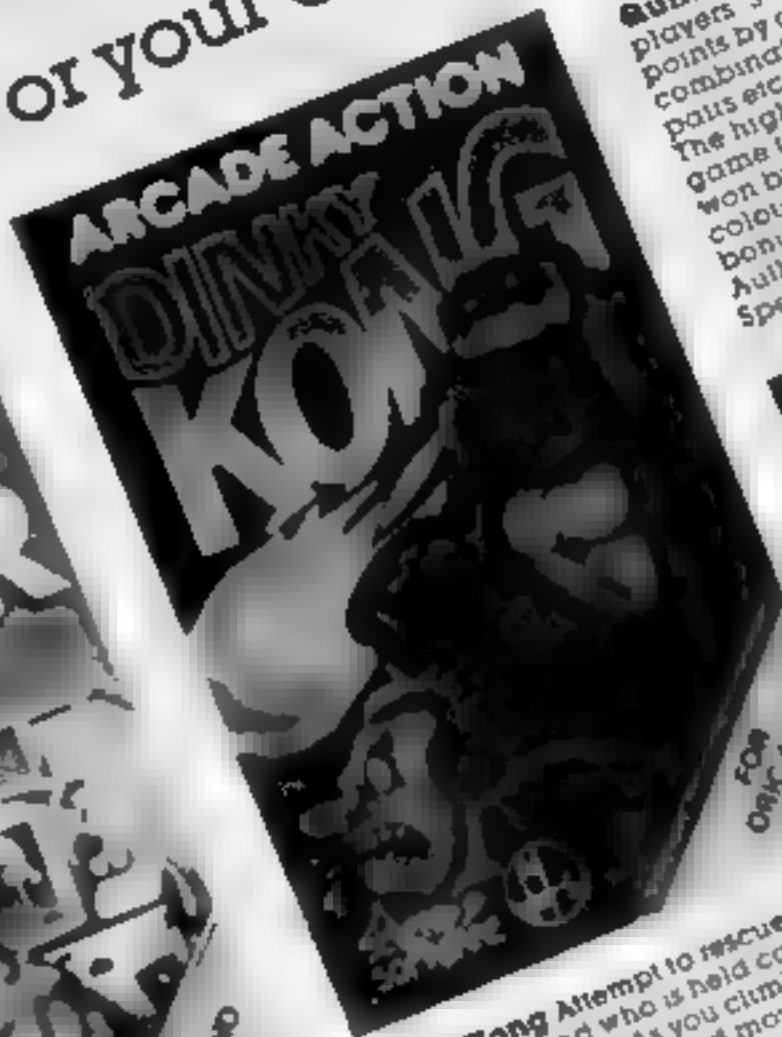
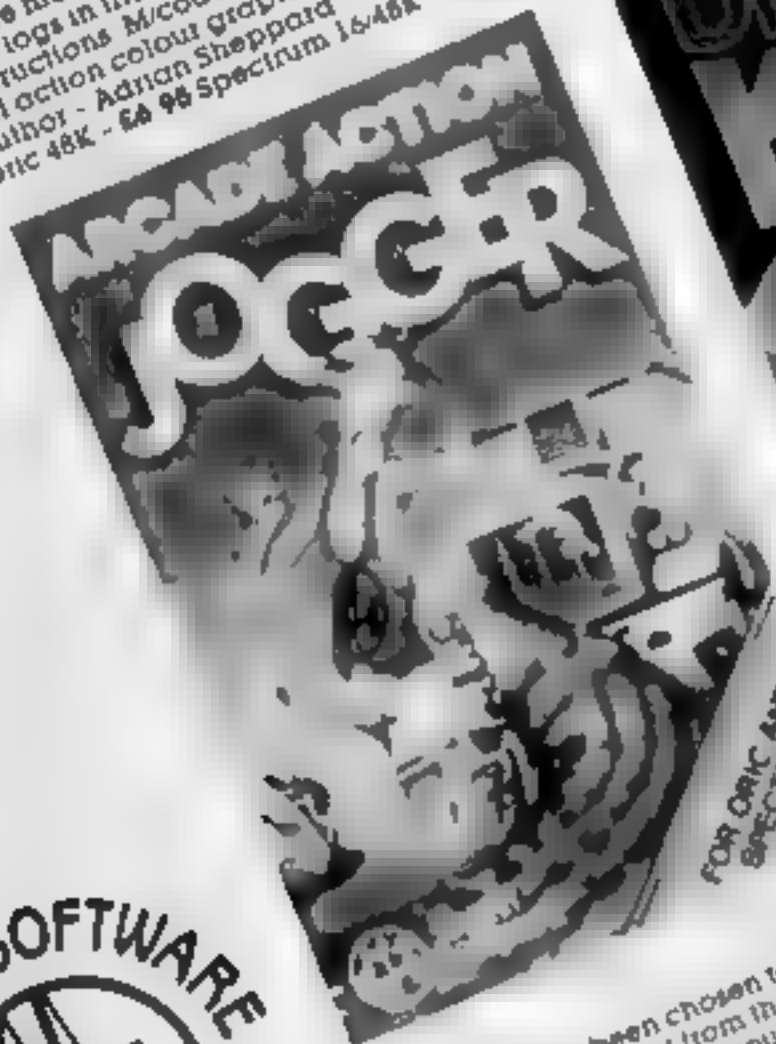
HCW32



The REAL Challenge!

FOR YOUR ORIC or SPECTRUM

Jogger Guide your joggers across a 4 lane motorway and crocodile infested river to reach their safe haven through the gap in the fence. Each next a jogger is safely home the next one will have to encounter more lorries and cars on the motorway but fewer crocodiles and logs in the river. Full on screen instructions. M/code sound effects and full action colour graphics.
Author - Adrian Sheppard
Oric 48K - £4.95 Spectrum 16/48K - £4.95



Quincy A superb dice game for 2 to 6 players. 3 throws per go to try and score combinations i.e. 3 of a kind a run pairs etc. 13 go's to complete a game. The highest score is the winner! It's a game that is easy to learn but can be won by skilful and thoughtful play. Full colour graphics on screen instructions.
Author - Tony Churcher
Spectrum 48K - £4.95



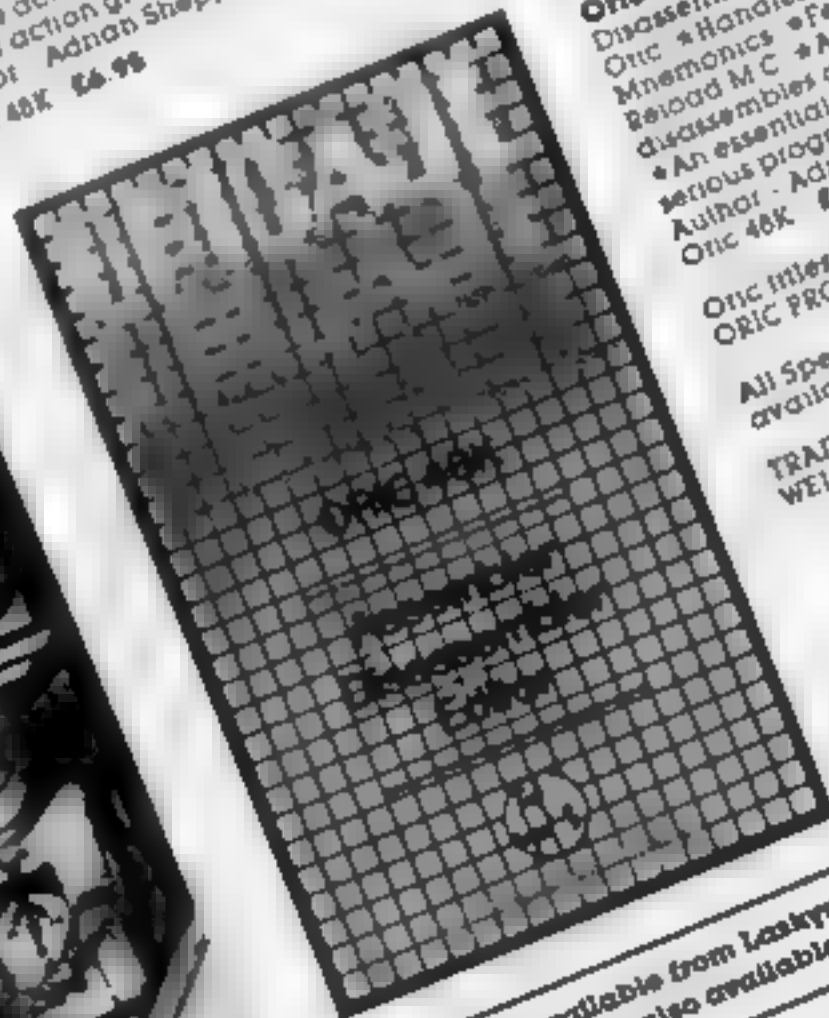
Dinky Kong Attempt to rescue your lovely girlfriend who is held captive by the angry gorilla. As you climb the connecting ladders and move along the gangways the gorilla will be throwing barrels and fireballs at you. The only way to reach her is to leap over these obstacles and progress to the top. M code action with sound effects. Full colour action graphics. Skill levels etc.
Author - Adrian Sheppard
Oric 48K - £4.95

Grail You have been chosen to seek and recover the Holy Grail from the Castle Perilous. Throughout the course of your task you will have to use your skill intelligence and logic (along with a little luck) as you encounter many foes. You will have the opportunity to gather weapons and armour to fight with but if you are wounded your strength will drain away. Many other features such as warp, jewels etc.
Author - Mike Howard
Oric 48K - £4.95



Oricade A combined assembler/disassembler and editor for the Oric. * Handles full 6502 Mnemonics * Features Save and Reload M.C. * Assembles and disassembles at any address.
An essential tool for any serious programmer.
Author - Adrian Sheppard
Oric 48K - £8.50.

Oric titles recommended by ORIC PRODUCTS INT. LTD.
All Spectrum Software is available on Micronet 800.
TRADE ENQUIRIES WELCOME



All Oric titles available from Laskys.
Dinky Kong for Oric also available from W.H. Smith.

I enclose Cheque P.O. for £
payable to Severn Software

Name _____

Address _____

Severn Software 5 School Crescent Lydney Gloucester GL15 5TA
All prices include VAT and P&P
Overseas P&P add 50p

Please send me (tick box)
SPECTRUM 16/48K

- Jogger - £4.95
 Quincy - £4.95
 Mona - £4.95

ORIC 48K

- Jogger - £6.95
 Dinky Kong - £6.95
 Mona - £6.95
 Oricade - £8.50
 Grail - £6.95



SEVERN SOFTWARE
5 SCHOOL CRESCENT
LYDNEY
GLOUCESTER GL15 5TA



Your last chance to escape from the haunted mansion

This is the last part of Hallowe'en and is similar to parts two and three in that there are 10 rooms. But this time there aren't any stairs to find — you must just get out of the mansion.

Even if you missed the earlier parts, this listing will work without the others.

Hallowe'en is a text adventure for the VIC-20 with an extra 3k of RAM. You have several commands:

- Examine
- Look
- Go
- Get
- Drop
- Shoot
- Feed

The information on where you are in the mansion is set out like this:

HALLOWEEN

You are in a dark room

VISIBLE EXITS. N W

You can see
Cat
Dog

What now?

You then enter what you want to do next. For example, you could type "Examine dog". If

you wanted to go north you would type "N" and to find out what you are carrying enter "Look."

It's a good idea to get a friend to type in lines 800-900 or you will learn how to escape.

Hints on conversion

This program should work on any micro with just a few alterations. The POKEs are
POKE 36879,X change screen colour
POKE 36878,I to 15 set volume
POKE 36874 to 36877 sound channels
POKE 198,0 clear keyboard buffer
SYS 64802 reset computer

Concluding our text adventure for the VIC-20, plus 3K of extra RAM. Alan Blackham, who wrote Hallowe'en, has made sure you can play this part even if you missed the last two issues of Home Computing Weekly

```

1 REM *****
2 REM # ALAN BLACKHAM S #
3 REM # HALLOWEEN #
4 REM # PART 4 #
5 REM # (25/00/83) #
6 REM *****
7 REM
10 POKE 36879,0 POKE 36878,15
12 PRINT "T"
15 GOSUB 40000
20 REM ***** PRINT WHERE YOU ARE *****
22 PRINT "H A L L O W E E N "
25 PRINT "-----"
30 PRINT " YOU ARE IN R "
35 PRINT " "
40 RESTORE
41 FOR I=1 TO 10
42 READ R# N,E,S,W
45 NEXT I
50 PRINT#
55 PRINT "-----"
60 PRINT "VISIBLE EXITS"
62 IF N=0 THEN PRINT "N"
64 IF E=0 THEN PRINT "E"
66 IF S=0 THEN PRINT "S"
68 IF W=0 THEN PRINT "W"
70 PRINT "PRINT "-----"
75 PRINT " YOU CAN SEE "
80 FOR I=1 TO 10
82 IF I(1)OR0 OR C(I)=1 THEN 95
85 FOR J=1 TO 99
87 IF MID$(I(1),J,1)C) / THEN NEXT J
90 PRINT " " MID$(I(1), 2, J-2)
95 NEXT I
97 PRINT "-----"
100 PRINT " WHAT NOW "
110 POKE 198,0
120 INPUT N#S
130 POKE 36876,220
132 FOR R=1 TO 99 NEXT R
135 POKE 36876,0
200 REM ***** CHECK FOR EXAMINE *****
205 IF MID$(N#S,1,1)C) EXAMINE THEN 300
210 E#MID$(N#S,9,20)
215 FOR I=1 TO 10
220 IF I(1)C)R) THEN 240
225 FOR J=1 TO 99
227 IF MID$(I(1),J,1)C) THEN NEXT J
230 Q#MID$(I(1),2,J-2)
235 IF Q#E# THEN 250
240 NEXT I
245 PRINT " CAN'T SEE IT " GOSUB 9020 GOTO 20
250 PRINT "-----"
260 PRINT "THE "
265 PRINT E# " IS MID$(I(1),J+1,10)
270 GOSUB 9400 GOTO 20
300 REM ***** CHECK FOR N E S OR W *****
310 IF N#C)M THEN 320
312 IF N#E THEN 300
316 ROWN GOTO 20
320 IF N#C)E THEN 330
322 IF E#E THEN 300
326 ROWN GOTO 20
330 IF N#C)S THEN 340
332 IF S#E THEN 300
336 ROWN GOTO 20
340 IF N#C)W THEN 400
342 IF W#E THEN 300

```

```

346 ROWN GOTO 20
380 PRINT "I CAN'T DO "N#S
385 GOSUB 9020 GOTO 20
400 REM ***** CHECK FOR LOOK *****
410 IF MID$(N#S,1,3)C) LOOK THEN 500
415 PRINT "-----"
417 PRINT " YOU ARE CARRYING "
420 FOR I=1 TO 10
422 IF C(I)=0 THEN 450
432 FOR J=1 TO 99
435 IF MID$(I(1),J,1)C) / THEN NEXT J
437 PRINT " " MID$(I(1), 2, J-2)
450 NEXT I
460 GOSUB 9400 GOTO 20
500 REM ***** CHECK FOR GET *****
505 IF MID$(N#S,3,1)C) GET THEN 600
510 E#MID$(N#S,5,20)
520 FOR I=1 TO 10
530 IF I(1)C)R) THEN 550
535 FOR J=1 TO 99
540 IF MID$(I(1),J,1)C) / THEN NEXT J
545 Q#MID$(I(1),2,J-2)
547 IF Q#E# THEN 560
550 NEXT I
555 PRINT "I DON'T SEE IT " GOSUB 9020 GOTO 800
560 IF MID$(I(1),1,1)C)M THEN PRINT "I CAN'T CARRY IT "
GOSUB 9020 GOTO 20
565 C#C#N#1 IF C#4 THEN 590
570 C#43 PRINT " YOU CAN'T CARRY ANY MORE "
575 GOSUB 9020 GOTO 20
580 C I=1 GOTO 820
600 REM ***** CHECK FOR DROP *****
610 IF MID$(N#S,1,4)C) DROP THEN 800
620 FOR I=1 TO 10
625 IF C I)=0 THEN 650
630 FOR J=1 TO 99
632 IF MID$(I(1),J,1)C) / THEN NEXT J
640 Q#MID$(I(1),2,J-2)
645 IF Q#MID$(N#S,6,20) THEN 660
650 NEXT I
652 PRINT " YOU HAVN'T GOT IT! " GOSUB 9020 GOTO 20
660 C#C#N#1 C(I)=0 I(1)=R0 GOTO 20
800 REM ***** CHECK FOR OTHER THINGS *****
805 IF N#C)GET BOX THEN 820
810 IF R0C)9 THEN GOSUB 9000 GOTO 20
811 IF F(1)C)0 THEN 20
812 PRINT "THERE IS A KEY UNDER THE BOX " GOSUB 9400
814 N0=N0+1 F I)=N0
817 I#N0="IKEY/DOOR KEY" I(N0)=9
818
820 IF N#C)DET PICTURE THEN 830
822 IF R0C)1 THEN 830
823 IF F(2)C)0 THEN 20
824 PRINT "A GUN FALLS FROM BEHIND THE PICTURE " GOSUB 9400
825 N0=N0+1 F(2)=N0
826 I(N0)=1 I#N0="1GUN/LOADED"
828 GOTO 20
830 IF N#C)OPEN DOOR THEN 840
832 IF R0C)10 THEN 840
833 F#B A#="KEY" GOSUB 10000
834 IF F#B OR F(5)=0 THEN PRINT "I CAN'T YET " GOSUB 9020 GOTO 20

```

How it works
20-135 print information about room
200-300 check for examine
300-400 check for N E S or W
400-500 check for Look
500-600 check for Get
600-700 check for Drop
800-900 check for other commands
9000-9070 print Don't understand etc
9400-9490 press any key
9500-9585 print well done etc
10000-10090 search for AS
40000-40200 initialise

Variables
I J & R FOR loops
AS all G&T
N#S your command
F(1 to 10) flags
C(I to 10) what you are carry
I(1 to 20) where the things are
E#(1 to 20) what items there are
N0 the number of items
R0 the room you are in

VIC-20 PROGRAM

```

835 IF F=0 THEN 848
836 I=C(16)="DOOR/OPEN" F(3)=1 GOTO 20
848 IF N=C("DOOR") THEN 858
842 IF F(3)=0 OR ROC=18 THEN PRINT "HEI CAN'T YET!" GOSUB 9020 GOTO 20
844 GOTO 9500
850 IF N=C("SHOOT MONSTER") THEN 868
851 IF ROC=18 THEN PRINT "HEI CAN'T SEE IT" GOSUB 9020 GOTO 20
852 F=0 AS="GUN" GOSUB 8020
853 IF F=0 THEN PRINT "HEI HAVN'T GOT A GUN!" GOSUB 9020 GOTO 20
855 I=15="MONSTER/DEAD" F(5)=1
856 GOTO 20
868 REM
895 IF MID$(NMS,1,3)="OET" THEN 20
897 GOSUB 9000 GOTO 20
999 STOP
9000 REM ***** DON'T UNDERSTAND *****
9010 PRINT "HEI DON'T KNOW HOW TO " NMS
9020 FOR I=1 TO 3
9030 FOR J=170 TO 210
9040 POKE 36876,J POKE 36877,J
9050 NEXT J,I
9060 POKE 36876 @ POKE 36877,@
9070 RETURN
9400 REM ***** PRESS A KEY *****
9410 PRINT "PRESS ANY KEY" POKE 196 @
9420 GETA: [FAS=""] THEN 9420
9430 POKE 36876 220
9435 FOR R=1 TO 100 NEXT R
9440 POKE 36876,@
9490 RETURN
9500 REM ***** WON *****
9510 PRINT "WELL DONE"
9512 PRINT "-----"
9515 PRINT "YOU ESCAPED FROM THE MONSTER MONSTER"
9520 PRINT "BUT YOU WON'T DO IT"
9525 FOR J=1 TO 20
9530 FOR I=20 TO 240
9535 POKE 36879 13 POKE 36879 @
9540 POKE 36876 , POKE 36876 I
9545 NEXT I,J
9547 POKE 36879 @
9550 POKE 36876 @ POKE 36876 @
9560 AS=" "
9565 X=INT(RND*(1.07))+1
9566 POKE 36876 220 POKE 36876 @
    
```

```

9570 PP=" " WIZ AS X
9580 PRINT "WELL DONE"
9585 GOTO 9565
10000 REM ***** SETUP FOR AS *****
10010 FOR I=1 TO 99
10020 FOR J=1 TO 99
10027 IF MID$(I,1,1)="" THEN NEXT J
10030 AS="D" I=C(1),J=C(2)
10035 IF O=C(AS) AND C( )="" THEN F=C( ) GOTO 2090
10040 NEXT J
10050 NEXT I
10060 REM ***** INITIALISE *****
40010 DIM F(10) C(10)
40020 DIM L(10) P(10)
40030 DIM S(10) P(10)
40040 REM ***** DATA FOR ROOMS *****
40110 DATA ART ROOM 0,2,0,0
40120 DATA STORE ROOM 0,0,6,1
40130 DATA SMALL ROOM 0,4,0,0
40140 DATA DARK ROOM 0,0,0,0
40150 DATA DIRTY ROOM 0,0,0,0
40160 DATA PASSAGE 0,0,0,0
40170 DATA LARGE ROOM 0,0,0,0
40180 DATA DARK ROOM 0,0,0,0
40190 DATA CLUTTERED ROOM 0,0,0,0
40200 DATA ENTRANCE 0,0,0,0
40210 REM ***** END OF DATA *****
40220 DATA END
40230 REM ***** SET VARIABLE OF ITEMS *****
40240 READA IF A=C("END") THEN 40220
40250 FOR I=1 TO 10
40260 READ I, I(1)
40270 NEXT I
40280 GETA
40290 DATA 1, IPICTURE/ON THE FLOOR 1 BLOOD ON THE CORNER
40300 DATA 2 BLOOD/LOCKED
40310 DATA 3 BLOOD/LOCKED 3, I BLOOD/DEAD
40320 DATA 4, I SHOE BOX/EMPTY 4, I SHELF/EMPTY
40330 DATA 5 I PAPER BLOOD
40340 DATA 6 BLOOD CLOTHES
40350 DATA 7, I OPENER BROKEN 7 BLOOD/SWITCHED OFF
40360 DATA 8 I BLOOD BAR RUST
40370 DATA 9 I BLOOD SPECTACLES
40380 DATA 10 I BLOOD BLOOD
    
```

GAMES MACHINE



£7.95

WANDA AND THE SECRET OF LIFE

for COMMODORE 64
An adult fantasy game with Arcade Action

You are travelling far from home looking for good times around the Universe, when you are intercepted by the evil Brutus of the Federation. Brutus forces you to go and seek the Secret of Life, the Universe and Everything - known only to the Fabulous Wanda, a mistress in the Spaced Out Inn in Highville on the planet COPUS. You are intercepted down to Highville where the Customs man demands money for Teleport Tax. There's a video game in the Terminal with 3 credits left. Now you are on your own and you must decide how to proceed to Highville Mainstreet to find the various establishments to enter and

OGLES for BBC/B

Designed with people of all ages in mind this programme provides an aid to learn and match colours as well as being very entertaining. Not only have colours to be matched in sequence but coordination skills can be developed by moving the correct coloured OGLE to fit a pattern displayed on the screen. Interest and amusement are provided by you as Gordon having to control your pet dog Flash by guiding him to collect the matching OGLE, carry it back and to drop it at the correct position. There are two levels of play. An easy level for the younger person. A professional level for the older person with play against the clock and Hall of Fame.

OGLE COMPETITIONS ARE FUN! £8.95



£5.95

BARRELDROP! for 48K SPECTRUM

Poor Gordon! His drainpipes are blocked again and the only way to clear them is to drop barrels down them. Gordon stands on the top of his roof with 5 barrels. When the game starts he'll roll one down the roof. Press SPACE to drop it through the roof accurately into the centre of a drainpipe and you'll score the number of points in the pipe, which will start to flash and Gordon will get the barrel back for another go. The barrel will be lost if the drop is inaccurate or into a pipe already filled but Flash the dog is on hand. If you know you're going to lose the barrel and you can see Flash peeping out from the bottom-right corner, press D and Flash will save it! Once you clean all 5 pipes, you will get a bonus, but there's a surprise in store before you get the next set of pipes to fill.

SUPERSNAILS for 16K or 48K SPECTRUM

Snails specially imported from West Africa are being kept in Dr. Van Whittlehoff's laboratory for genetic experiments. The Doctor has turned them into a super-breed of snail who now leave behind a trail of super glue that will trap any snail touching it. Two of the snails, continually moving and controlled by the players, escape from their pens in the laboratory. Unfortunately, on one of the snails can escape from here into the outside world without raising the alarm. You must therefore trap your opponent and then try to escape through the small door which will then appear.

Features:

- Fast Action - 100% Machine Code
- Nine levels of difficulty
- Keyboard or Joystick Control

£5.95

EGBERT

for COMMODORE 64

A fast Arcade Action Game for all the family to play. Written in 100% Machine Code for super-fast action. Egbert works on the production line at LEYSPEACE. It was a comfortable life until the invasion of the TEBBIES from the planet TOR. Egbert's union has been exterminated and the Tebbies have left their deadly Pets running wild in the workplace. As if that wasn't enough, the evil invaders have forced Egbert to take care of an Egg, damaging the Egg will have far a consequences for poor Egbert. Egbert is now on piecework - can he earn a decent wage? Can he even survive? WARNING! You may get an ulcer by playing this game.

SIX LEVELS OF SKILL ANYBODY WHO CAN DO LEVEL 6 SHOULD WRITE AND LET US KNOW!

ARITHMETIC FUN-TIME for T199

Emergency addition, subtraction, multiplication and division exercises providing valuable practice and drill for young children who are developing their basic mathematical skills. Uses colour graphics and sounds to give a good presentation with the sums appearing in large letters on a blackboard. The Computer plays back sums which the child has difficulty with showing the child the correct solutions. Uses the basic T199 console. £5.95

Games Machine Ltd. Business & Technology Centre
Bessamer Drive, Stevenage, Herts. SG1 2DX
Telephone 10438 3 656

Please add 50p to cover post and packing

I enclose a cheque P.O. payable to GAMES MACHINE LTD. for £

or debit my Access/Barclaycard account no

Signature

NAME

ADDRESS

	QTY	£
WANDA		
BARRELDROP		
EGBERT		
SUPERSNAILS		
OGLES		
ARITHMETIC		
TOTAL		

SEND TO -

GAMES MACHINE LTD
Business and Technology Centre,
Bessamer Drive,
Stevenage,
Herts. SG1 2DX.

Amazing games

Our reviewers found their way round a selection of maze games

Magic Worm Spectrum £4.95

Lydenhurst, 38 Ashley Road, London N19 3AS

You're a worm moving around the screen, leaving a trail as you go. The object is to catch targets as you move to gain bonus points, or to go straight to the flashing blue bottle to move on to the next stage.

Here there are lots of blue flowers to be eaten for points, but don't touch the white rocks or cross your own trail or you'll lose one of your three lives.

The next stage is a maze, and guess what's in there? More blue flowers. If you manage this part, the end is in sight. Press A to jump, let go and you fall into a

bottomless pit. What happens then I can't say - not having got this far.

At first, because nothing was whizzing around the screen I thought I wasn't going to enjoy the game. Wrong - it became a challenge, and the only thing that really got me down was the annoying lure that played when scores and lives left were displayed.

One problem - twice while using the tape an out-of-memory message appeared, which of course meant reloading the tape and starting again. C.McI.

instructions	90%
playability	75%
graphics	50%
value for money	70%



Amazing TI-99/4A £14.95

From TI dealers

This is a maze chasing game, but it's not quite that simple as there are a great number of options, functions, and different mazes available to the user.

The object you have to guide around the maze is a mouse controlled by keyboard or joystick. There is a two player option.

You can also collect cheese from the maze as you travel around it and you may only exit from the maze when all the cheese has been collected. On the two player option the hunt for cheese can be either competitive or cooperative.

There are two types of maze - simple and complex and the

maze can be visible or invisible. The maze can have mouse holes, where only the mouse can travel through and not be followed by a cat, and the mice can have two speeds.

Cats are available that chase the mice through the maze trying to eat them. You can have up to three cats, there are four speed options, two intelligence options, and the cats can pounce.

There are a number of options when the game is running, including a dump of the maze to the TI thermal printer.

The instructions are straightforward and informative, the graphics and sound are good and the whole operation is user friendly.

instructions	M.D.R.
playability	100%
graphics	95%
value for money	90%



3D Haunted Hedges Spectrum £6.95

Micromega, 230-236 Lavender Hill, London SW11 1LE

Another Pacman style game, but none the less still very exciting. The maze appearing to be 3D and growing around the edges.

Your aim is to pick up the gold coins and treasure that appear around the screen. On the way you meet guardians whose job it is to protect their domain from intruders.

You have three lives. You also have a means of defence. In each corner of the maze lies an ice-axe - if you reach this while the guardians are in pursuit they will

turn white and run. Catching them at this time adds bonus points, and you force them back to the centre of the maze to rematerialize.

There is a time limit here because your axe being ice will melt, so move fast. The guardians now return to their normal being.

There are five levels of choice which enable you to decide the speed at which the guardians move. You may hold the game at any stage and even change the keys of movement.

A very good arcade style game that has every indication of becoming addictive. C.McI.

instructions	95%
playability	80%
graphics	80%
value for money	90%



Munch Man TI-99/4A £23.95

From TI dealers

Without beating around the bush and at the risk of a law suit by Atari this is a straight Pacman copy with enough differences to keep Atari's lawyers away.

The main difference is that instead of eating up dots you have to lay them.

Joysticks or keyboard can be used, control is awkward and it's sometimes easy to miss a turn off with dire consequences.

The proverbial ghosts and power pills remain although they are flashing TI logos along with the tunnels.

The maze is simpler and the graphics leave something to be desired. The trails that appear in

normal Pacman are also absent. The instructions are fairly simple although their clarity is clouded by being written in six languages, and you must dig out the British version.

Sound is included and although adequate, could be improved.

Overall, this is a reasonable Pacman reproduction. The only differences are detrimental to the game. I would only recommend this game to the dedicated Pacman addict with lots of spare money to long around.

instructions	M.D.R.
playability	85%
graphics	70%
value for money	70%



Escape MCP Spectrum £5.99

Rabbin, 380 Station Road Harrow HA1 2DE

You're in a Simon maze patrolled by the ever-hungry MCP (answers on a postcard please). You have five lives to outfox the MCP and unlock the doors to the higher levels. Grab the floppy disks on the way and you earn a points bonus.

The instructions are fine but they are flashed on the screen too briefly. An excellent feature is the option to define your own control keys.

Effective use is made of colour and the graphics are very good - especially the running figure. It's easy to play even though it's very difficult to reach the higher levels

- but this only spurs you on. Despite the glut of maze games, this one is worth your money. C.C.

instructions	60%
playability	80%
graphics	90%
value for money	80%



ORIC SOFTWARE

TANSOFT

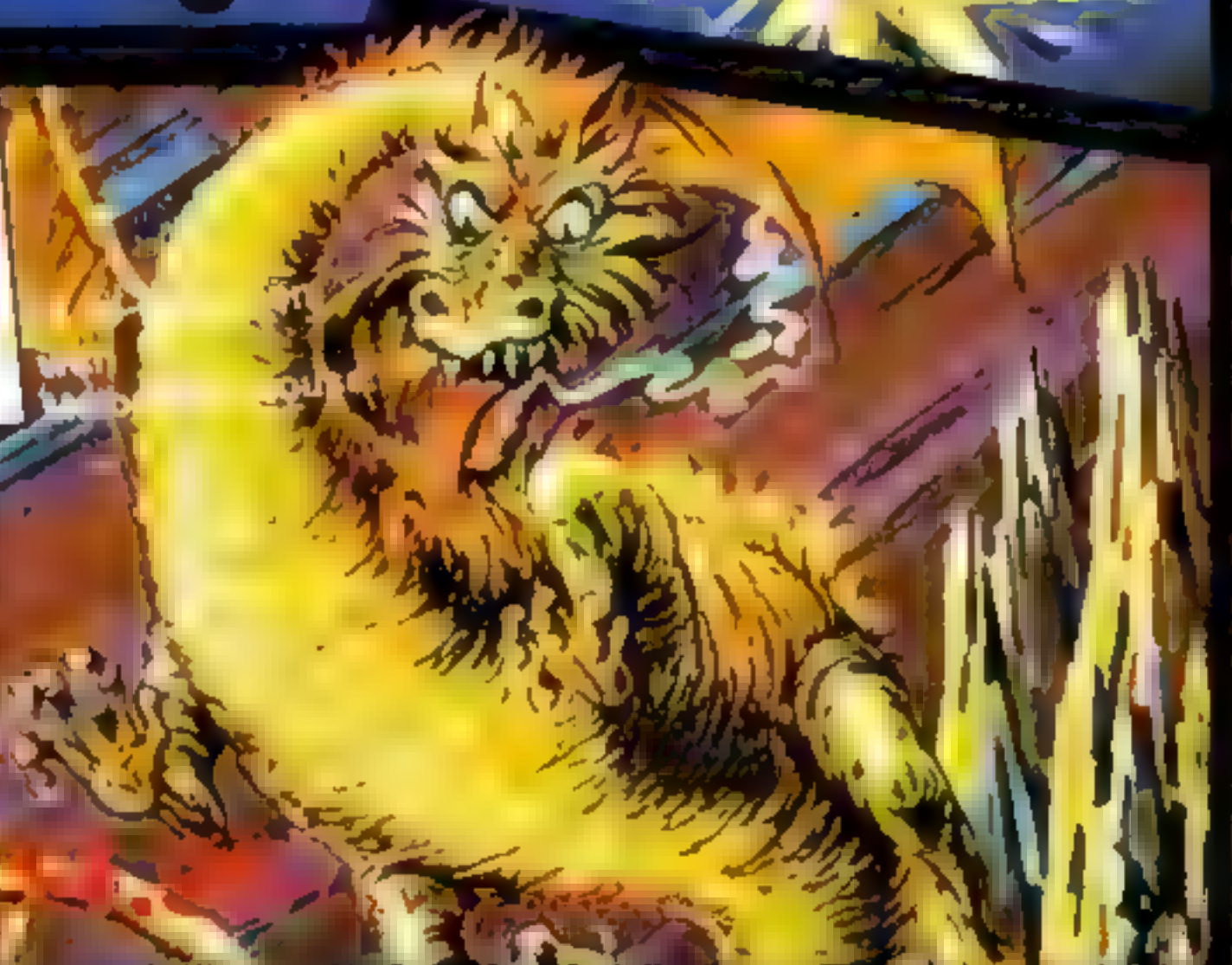
Ultima ZONE

400
£8.95
inc. V.A.T. p



THE HOBBIT

Our software is available for
Oric base and the
author's book
which includes
the text and
adventure
files 48 Oric



Our software is available from all Oric dealers and most good software suppliers. In case of difficulty please contact us on Teversham (02205) 2261 or write to us at:

TANSOFT

Unit 1 & 2, Techno Park, Newmarket Road, Cambridge

Anyone for tennis? Just type in and serve . . .

Step out onto the Centre Court with my tennis game for the Dragon.

Scores for both players are displayed and the first to reach 15 points is the winner.

There is a choice of two speeds, fast and normal, obtained by POKE commands, so remember to turn the computer off to clear the memory.

Each time a point is scored the game halts until you press the right joystick button to serve.

To make the game more challenging, you could add a RND element to the ball bounce sizes. And the number of points needed to win could be increased for a longer game.

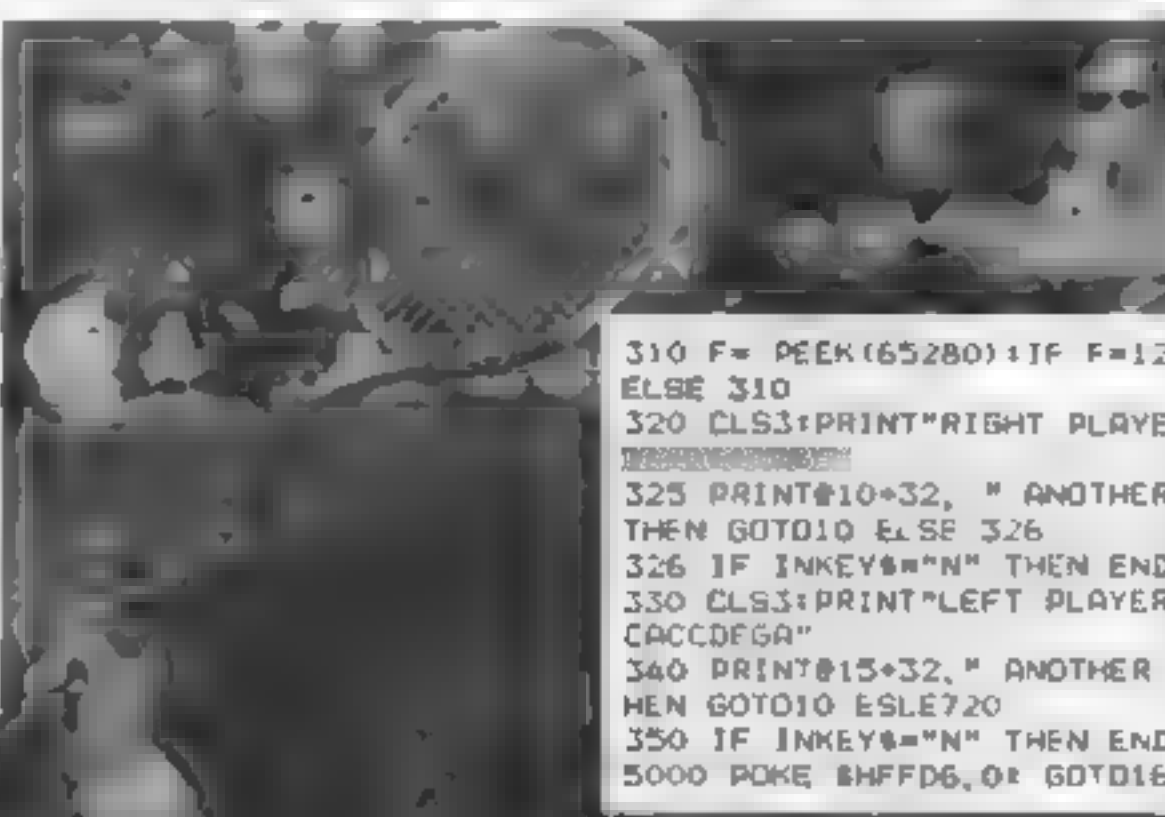
Hints on conversion

Dragon BASIC is close to the Microsoft standard so Tennis is very easy to convert for other computers.

Your joystick is the racquet when you play this tennis game written for the Dragon by 14-year-old John Williams

How it works

10-14 request and set speed
20-30 set score variables
40-70 set up screen
80-100 set racquet, ball variables
110 draw right player's racquet
120 print scores
130-140 move and bounce ball
150 draw left player's racquet
160 joystick variables
170-180 if point score GOTO
serve routine
190-200 check for win
210-250 check bats movement
260 draw ball
270-290 reset players' positions
300-310 serve routine
320-326/330-350 routines for win by right/left player



```
310 F=PEEK(65280):IF F=126 OR F=254 THEN GOTO 40
ELSE 310
320 CLS:PRINT"RIGHT PLAYER WON":PLAY"03L6V3IA
325 PRINT@10+32," ANOTHER GO(Y/N)":IF INKEY#="Y"
THEN GOTO10 ELSE 326
326 IF INKEY#="N" THEN END ELSE 325
330 CLS:PRINT"LEFT PLAYER WON":PLAY"03L6V3IA
CACCDEGA"
340 PRINT@15+32," ANOTHER GO(Y/N)":IF INKEY#="Y" T
HEN GOTO10 ELSE 340
350 IF INKEY#="N" THEN END ELSE 340
5000 POKE $HFFD6,0:GOTO16
```

```
10 CLS:PRINT @13+32,"TENNIS":
11 PRINT@10+96,"BY J.WILLIAM S":
12 PRINT@8+128,"FAST OR NORMAL(F/N)":
13 IF INKEY#="F" THEN POKE $HFFD7,0
14 IF INKEY#="N" THEN GOTO5000
15 IF INKEY#="" THEN GOTO12ELSE 16
16 PRINT@8+288,"PRESS (S) TO START":
17 IF INKEY#="S" THEN GOTO20 ELSE GOTO17
20 SCR=0
30 Z=0
40 CLS:FORO=2 TO 30 :SET(63,0,2):SET(0,0,2):NEXTO
50 PRINT@13+0,;"tennis":
60 FOR R=0 TO 63
70 SET(R,2,2):SET(R,30,2):NEXTR
80 E=16:R=59
90 B=3:D=14
100 X1=4:Y1=6:X1=2:Y1=2
110 SET(R,E,5):SET(R,E+1,5):SET(R,E+2,5)
120 PRINT@2+0,;SCR:PRINT@27+0,;Z:
130 Y2=Y1+Y1:IF Y2=2 OR Y2=30 THEN Y1=-Y1:PLAY"L1
5004V20GGG":GOTO130
140 X2=X1+X1:IF X2=58 AND Y2=E OR X2=58 AND Y2=E+
1 OR X2=58 AND Y2=E+2 OR X2=4 AND Y2=D OR X2=4 AND
Y2=D+1 OR X2=4 AND Y2=D+2 THEN X1=-X1:PLAY"D5R150V3
IAAA"
150 SET(S,D,2):SET(S,D+1,2):SET(S,D+2,2)
160 JY=JOYSTK(0):JK=JOYSTK(1):JF=JOYSTK(3)
170 IF X2=62 THEN SCL=SCL+1:GOTO300
180 IF X2<2 THEN Z=Z+1:GOTO300
190 IF SCR=15 THEN GOTO 330
200 IF Z=15 THEN GOTO320
210 GOSUB270
220 E=JK:IF E<4 THEN E=3
230 D=JF:IF D<3 THEN D=3
240 IF D>27 THEN D=27
250 IF E>28 THEN E=27
260 SET(X2,Y2,8):RESET(X1,Y1):X1=X2:Y1=Y2:GOTO110
270 RESET(R,E):RESET(R,E+1):RESET(R,E+2)
280 RESET(S,D):RESET(S,D+2):RESET(S,D+1)
290 RETURN
300 PLAY"D3L6V3IABGFEDC"
```

Variables

X1,Y1 X2, Y2 old new positions of ball
E, R S, D positions of right left players
Z SCL score for right left players

Tansoft: forging its own identity

Tansoft and Oric grew out of the same company, Tangerine, and still work closely together. But as managing director Paul Kaufman explained to Candice Goodwin, the two are becoming increasingly independent

Throughout its short life, the Oric has been cursed by constant comparisons with the Spectrum. So it's inevitable that Tansoft should find itself labeled as Oric's answer to Psion, the software house that has worked closely with Sinclair.

Though Tansoft and Oric Products are two completely separate companies, Oric Products used to distribute all Tansoft's programs, like Sinclair distributes Psion's. Tansoft wrote the demo program that goes out with every Oric machine, as Psion wrote the Horizons tape for the Spectrum.

Paul Kaufman, Tansoft's managing director, is quite happy for such comparisons to be made and freely admits that Tansoft is trying to fulfill Psion's role in the Oric market. Indeed, the ideas for some of its forthcoming software releases come from Psion's software for the Spectrum.

But it should be said that Tansoft and Oric are starting to assert their separate identities. Tansoft

down the sewer for the rats to eat, and the cheese fumes can build up and kill the man. There are also monsters lurking in the tunnels. It's a really good game, with lots of sound effects."

Sounds lovely. Paul is also keen to get into adventure games: "I think they're getting more popular, especially with older people." One result of this is that Tansoft is now selling an Oric version of the best-selling Spectrum adventure game *The Hobbit*, specially written for the company by Melbourne House.

Tansoft has also found a lot of interest in adventures from the Australian market. "We keep meaning to write an adventure game with kangaroos in it, just for them", said Paul.

"We'd also love to go into the educational market firstly when we understand it better ourselves and secondly when we have some good programs to sell." Tansoft's first educational offerings, also due out in October, are a series of language-teaching programs developed by a doctor of psychology at Swansea university.

Though it won't be ready for the autumn, one of Tansoft's programmers is also working on a 3D graphics program called *OricCAD*, which according to Paul will be "our answer to Psion's *VU-3D*".

A lot of Tansoft's early programs were written by Paul, who also helped to develop the Oric itself — he worked on the sound commands which are one of the machine's strong points in its battle with the Spectrum. But the rapid expansion of Tansoft's business through the increasing demand for Oric software ("just this month we've sold 100,000 programs") leaves him little time for programming now.

Tansoft uses about five freelance programmers, not all of whom are teenage, though Paul admits to poaching 17-year-old Andy Green from Quicksilver and 17-year-old John Marshall from PSS.

Occasionally the company also uses submitted software, but as Paul says, "We get at least half a dozen tapes a day, most of which are rubbish or unuseable. We get no end of copies of *Mastermind* and *Centipede* and *Space Invaders*. Some people even type in listings from magazines and say they're their own — I wouldn't mind so much, but sometimes they're from our own magazine."

"But we're now turning down a lot of software we might have accepted a few months ago. We're trying to raise our standards all the time. If people buy software and it's no good, they won't come back again."



Cathie Burrell (left) and Paul Kaufman with Carolyn Groeneveld, Tansoft's graphic designer

is increasingly taking over the distribution of its software, leaving Oric to concentrate on hardware. And according to Paul, there's no question of Oric telling Tansoft what to do.

"There has to be give and take. Oric makes suggestions about the kind of software it would like to see; for example, they've just released a printer, and they approached us to do a demo tape for that."

"And we always listen to their opinion on our software, though we don't always take any notice — after all, they're hardware, not software specialists. For example, Oric thought our flight game was terrible because it wasn't like Psion's. But it's our best seller."

Tansoft originally grew out of the *Tansoft Gazette*, a magazine for Tangerine machine users set up by Paul. Tangerine, of course, was the company that first developed the Oric.

The magazine itself was started

as part of the Tangerine customer services department which Paul joined the company to set up.

"Prior to that", he said, "I was a programmer at Shell for three years — I just bought a Microtan computer from Tangerine as a hobby. One day I went to a computer fair and met someone from Tangerine — I told them their customer support was appalling. A few weeks later, they rang me up and offered me a job."

The first programs Tansoft produced were for the Microtan. Then when the Oric came out, they started to concentrate on Oric software, as well as bringing out *Oric Owner* magazine which now incorporates the old *Tansoft Gazette*.

When Tansoft separated from Tangerine and became a company in its own right, there was an election to decide who the directors should be. "It was very democratic", said Paul. He

became one of the directors, and the other is Cathie Burrell, who is in charge of administration and dealer contacts.

The company currently has eight titles available. By the end of the year, Paul hopes to have 25. Ultimately, his aim is to sell 40 per cent games, 40 per cent utilities and languages, and 20 per cent business software.

A whole batch of new releases is planned for October. Among them are *OricCalc*, a spreadsheet program, *Author*, a word processor, a BASIC compiler and a version of the Pascal language. Among the games is *Rat Splat*, which could be one of the most tasteless pieces of software yet developed.

Says Paul: "You have a little man down a sewer, and he has to kill rats by hitting them with a hammer or poisoning them with an aerosol of poison gas."

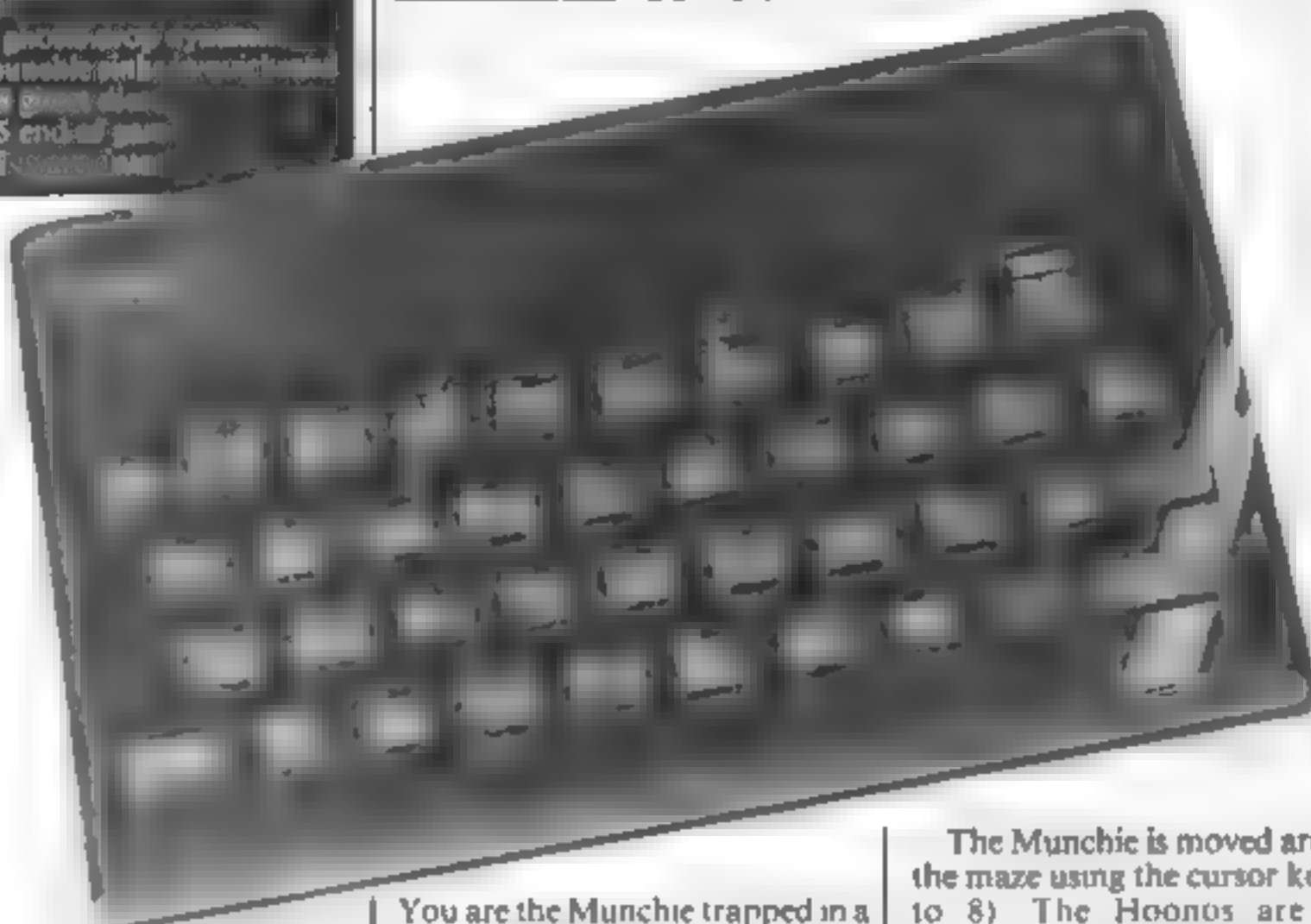
"But there's also a lot of cheese

Munch for your life

If you like running around mazes eating fruit, you'll love Alan Jarvis's Munchie game for any Spectrum

How it works

2-3 maze
9-15 graphics
19-24 machine code noises on to the graphics characters
20-24 can be omitted and when there is a RANDOMIZE USR USR in the program this should be changed to a sound word
The way the Spectrum handles strange symbols by substituting a 128 character will have to be used to print out the characters from 128-255
The colours of the maze are as follows: 0=none, 1=yellow, 2=green, 3=red, 4=blue, 5=white, 6=power, 7=has been eaten
The background colour are black and the maze is white
The 15 might cause a few problems for it holds the numbers relative to each fruit in 15-46 (green) for apples and pears, 20-21 for cherries and 60-61 for lemons
Converting will be difficult, but I'm sure it will prove to be a challenge to be a more experienced programmer



You are the Munchie trapped in a maze with two evil Hoonos. Escape is impossible — your only aim is to survive.

Hints on conversion

Lines 2-11 will only work on the Spectrum, so someone with a different computer would have to re-write these with ones which will create the graphics on his machine. (There are 23 graphic characters in this program.)

Lines 20-24 can be omitted and when there is a RANDOMIZE USR USR in the program this should be changed to a sound word.

The way the Spectrum handles strange symbols by substituting a 128 character will have to be used to print out the characters from 128-255.

The colours of the maze are as follows: 0=none, 1=yellow, 2=green, 3=red, 4=blue, 5=white, 6=power, 7=has been eaten.

The background colour are black and the maze is white.

The 15 might cause a few problems for it holds the numbers relative to each fruit in 15-46 (green) for apples and pears, 20-21 for cherries and 60-61 for lemons.

Converting will be difficult, but I'm sure it will prove to be a challenge to be a more experienced programmer.

end of the program should not be entered in graphics mode, but should be entered as standard lower-case letters.

Lines 19-24 POKE three machine code noises on to the graphics characters. Great care should be taken in entering the data; one wrong item could crash the system.

To test the noises, type RAND USR USR "A", RAND USR USR "E", RAND USR USR "I".

The Munchie is moved around the maze using the cursor keys (5 to 8). The Hoonos are carnivorous, so they must be avoided — unless you can make your way to a power star, which when eaten will give you power over the Hoonos so you can eat them for a bonus of 500 points. But be warned! The effects of a power star don't last long.

Once the dots below the Hoonos' den are eaten, fruit will start appearing at this position and this can be munched for bonus points (100 points for pears and apples, 200 for cherries and 300 for lemons).

The Hoonos also drop dynamite at random as the maze clears, so avoid this or you will lose a life.

Doors at each side of the maze will transport you to the other side.

It would probably be best to enter and run the first 24 lines before entering the rest of the program. The first eight lines restore the normal character set, then lines 9-15 poke the hi-res graphics on to the lower case letters.

All variables should be entered as upper case letters, or else the listing will look strange.

All characters within PRINT statements or in the data at the

```

2 FOR A=0 TO 256*3-1
3 POKE A+31831,PEEK (A+15616)
4 NEXT A
5 LET A=31831-256
6 LET B=INT (A/256)
7 LET C=A-B*256
8 POKE 23606,C: POKE 23607,B
9 RESTORE 12
10 LET A$="abcdefghijklmnopqrs
tuv"
11 FOR A=1 TO LEN A$: FOR B=0
TO 7 READ C: POKE 31831+B*(CODE
A$(A)-32)+B,C: NEXT B: NEXT A
12 DATA 0,0,0,128,0,255,C,126,C,24
13 C,C,C,205,5,128,0,24,0,C,C,C,C,
14 126,C,C,56,124,0,214,146,254,130,
15 170,0,126,124,254,146,214,254,C
16 13,DATA 0,0,0,100,100,C,82,0,C
17 100,100,237,0,0,100,C,210,10
18 100,C,210,0,C,100,0,210,173,237,
19 0,0,70,34,0,0,0,40,0,127,20,42,
20 14,DATA 0,24,100,C,126,C,126,C,2
21 C,126,62,31,C,24,226,24,68,1
22 C,124,C,126,C,126,C,126,24,240,
23 0,C,C,24,C,126,C,255,C,102,6
24 16,DATA 0,32,16,60,C,C,126,6
25 200,C,120,34,33,C,99,C,0,C,60,122
26 250,16,0,0,16,55,C,116,124,
27 190,RESTORE 22
28 200 FOR A=USR "A" TO USR "L"
29 READ B: POKE A,B: NEXT A
30 DATA 6,1,197,33,0,3,17,1,0,
    
```

Variables

```

H1 maze
BC maze
L lives left
GAME the game character set
LS shows maze layout
G graphics
ES ghost graphics
GS ghost graphics
AS closed mouth Munchie
ES opened mouth Munchie
SDN bonus points
P check whether Munchie has
power to eat ghosts or see
open while the effects of a
power star last
IS holds fruit graphics
IS holds ink colour matching to
touch fruit
R random element to make fruit
appear on
X1,Y horizontal and vertical
coordinates of Munchie
X1,Y1 horizontal and vertical
coordinates of ghost one
X2,Y2 horizontal and vertical
coordinates of ghost two
F how many times fruit has
been eaten
CS array holding maze
IS title string
ZS holds score and lives left
IS is eaten
    
```

SPECTRUM PROGRAM

```

220 205,181,3,225,17,16,0,167,23
7,82,32,240,193,16,233,201,0,0,0
,0,0,0
203 DATA 6,1,197,33,15,0,17,40,
0,207,90,205,181,3,225,17,16,0,167,
207,90,125,254,255,32,237,193,16
,206,0,0,0,0
204 DATA 17,10,0,33,10,0,6,10,1
97,213,209,205,181,3,1,100,0,225
,207,74,209,193,16,240,201
30 LET HI=0
40 LET SC=0: LET L=3. LET GAME
=0
45 LET BON=0. LET R=.98
55 LET A$="B" LET B$="0"
60 LET L$="qqqqq". LET E$="e"
65 LET G$="e". LET X1=20 LET
X2=20 LET Y1=2 LET Y2=19
70 DIM C$(21,20)
72 RESTORE 9000. FOR A=1 TO 21
75 READ D$ LET C$(A)=D$
80 NEXT A
85 LET F$="svtsvtuu"
90 LET I$="44244268": LET F=0
95 LET X=18: LET Y=11: LET P=0
98 LET Z$=""
100 BORDER 0: PAPER 0: INK 7
101 BRIGHT 1. CLS
105 IF GAME=0 THEN GO TO 120
106 LET J$="MUNCHIE & THE HOOND
S": LET J=LEN J$ FOR A=1 TO J:
PRINT AT 10,5;J$(TO A);AT 10,4+
(21-A),J$(TO A) TO ). IF A=10
THEN RANDOMIZE USR USR "I"
107 NEXT A
120 FOR A=1 TO 20: RANDOMIZE US
R USR "A". NEXT A
130 INK 5 CLS
135 FOR A=1 TO 21: PRINT AT A,1
;C$(A). NEXT A
140 PRINT AT 1,22;"LIVES";AT 9,
22;"SCORE",AT 17,22;"HI"
145 PRINT AT 3,22;L$(TO L);AT
11,22;"00000"(TO 5-LEN STR$(SC
+BON));SC+BON;AT 19,22;"00000"(
TO 5-LEN STR$(HI),HI
148 LET GAME=GAME+1
150 FOR Z=1 TO 20
200 LET C$(X,Y)=" "

```

```

310 LET X1=X1+(C$(X1+1,Y1)<>"f"
AND X>X1)-(C$(X1-1,Y1)<>"f" AND
X<X1)
315 LET X2=X2+(C$(X2+1,Y2)<>"f"
AND X>X2)-(C$(X2-1,Y2)<>"f" AND
X<X2)
320 LET Y2=Y2+(C$(X2,Y2+1)<>"f"
AND Y2<19 AND Y2<Y)-(C$(X2,Y2-1
)<>"f" AND Y2>2 AND Y2>Y)
325 LET Y1=Y1+(C$(X1,Y1+1)<>"f"
AND Y1<19 AND Y1<Y)-(C$(X1,Y1-1
)<>"f" AND Y1>2 AND Y1>Y)
328 PRINT AT X,Y; INK 6;B$
329 IF (Y1=Y2 AND X2=X1) THEN G
O SUB 2000
330 PRINT AT X1,Y1; INK 1+(2 AN
D P=0);E$;AT X2,Y2; INK 1+(3 AND
P=0);G$
335 IF (X1=X AND Y1=Y) OR (X2=X
AND Y2=Y) THEN GO SUB 1000+(100
*P)
340 IF P=1 THEN NEXT Z
350 IF Z=21 THEN LET P=0. LET E
$="e". LET G$="e" LET Z=1. GO T
O 200
355 GO TO 200
400 PRINT AT 16,11,Z$ FOR A=1
TO 2: RANDOMIZE USR USR "E": NEX
T A: LET C$(16,11)=" " PRINT AT
16,11,B$ LET Z$="" RETURN
500 IF AND>=.75 THEN GO TO 600
505 IF C$(16,11)<>" " THEN RETU
RN
510 IF F>=8 THEN RETURN
512 LET F=F+1
515 PRINT AT 16,11; INK VAL I$(
F),F$(F). LET C$(16,11)=F$(F)
520 RETURN
600 IF AND>.5 AND C$(X1,Y1)=" "
THEN PRINT AT X1,Y1; INK 2;"u".
LET C$(X1,Y1)="u" RETURN
700 IF C$(X2,Y2)=" " THEN PRINT
AT X2,Y2; INK 2;"w". LET C$(X2,
Y2)="w" RETURN
620 RETURN
1000 PAUSE 50: FOR A=1 TO 5: PRI
NT INK A;AT X,Y;"*": RANDOMIZE U
SR USR "A". NEXT A FOR A=1 TO 4

```

```

201 PRINT AT X,Y,C$(X,Y)
203 PRINT AT 11,22;"00000"(TO
5-LEN STR$(SC+BON));SC+BON
204 IF SC/GAME=2210 THEN GO TO
205
205 IF INKEY$<"5" OR INKEY$>"8"
THEN GO TO 250
210 IF INKEY$="5" AND C$(X,Y-1)
<>"f" THEN LET Y=Y-1: LET B$="n"
215 IF INKEY$="8" AND C$(X,Y+1)
<>"f" THEN LET Y=Y+1 LET B$="p"
220 IF INKEY$="6" AND C$(X+1,Y)
<>"f" THEN LET X=X+1. LET B$="q"
225 IF INKEY$="7" AND C$(X-1,Y)
<>"f" THEN LET X=X-1. LET B$="o"
230 IF C$(X,Y)="f" THEN BEEP .8
235 LET SC=SC+10: LET R=R-.98
238 IF RAND>R THEN GO SUB 500
239 IF C$(X,Y)="r" THEN LET P=1
RANDOMIZE USR USR "A". LET E$=
"e": LET G$="e". GO TO 150
240 IF C$(X,Y)="e" THEN LET C$(
X,Y)=" ": GO SUB 1000
241 IF X<>16 THEN GO TO 250
242 IF C$(X,Y)="s" THEN LET BON
=BON+100: LET Z$="q"
243 IF C$(X,Y)="v" THEN LET BON
=BON+100. LET Z$="q"
244 IF C$(X,Y)="t" THEN LET BON
=BON+100. LET Z$="q"
245 IF C$(X,Y)="u" THEN LET BON
=BON+100: LET Z$="q"
246 IF Z$<>"q" THEN GO SUB 400
250 PRINT AT X1,Y1;C$(X1,Y1);AT
X2,Y2;C$(X2,Y2)
255 IF Y=1 THEN LET Y=19
260 IF Y=20 THEN LET Y=2
265 PRINT AT X,Y; INK 6;A$
270 IF (X1=X AND Y1=Y) OR (X2=X
AND Y2=Y) THEN GO SUB 1000+(P#1

```



```

PRINT AT X,Y;"*abc"(A): PAUSE
25: NEXT A: PRINT AT X,Y;"l": BE
EP .1,40: PRINT AT X,Y;" "
1010 LET L=L-1: IF L=0 THEN GO T
O 5000
1015 PRINT AT 3,22;L$(TO L);" "
1020 LET X=18: LET Y=11. RETURN
1100 PRINT AT X,Y;"j": FOR A=1 T
O 2: RANDOMIZE USR USR "I": NEXT
A: LET BON=BON+500
1110 IF X=X1 AND Y=Y1 THEN LET Y
1=11. LET X1=13: RETURN
1115 LET X2=13: LET Y2=11: RETUR
N
2000 LET X1=INT (RAND*18)+2
2002 LET Y1=INT (RAND*18)+2
2005 IF C$(X1,Y1)<>"f" THEN RETU
RN

```


Fend off the ferocious feline

Kitten Kong, a 10-foot-high mutant tabby, is playing cat-and-mouse with a distressed damsel

You must go to the rescue by running along girders and up ladders, jumping over the gaps. If you miss your footing or run off the end of a girder, you plunge to your death

You move left and right using the S and D keys. Use E to go up a ladder or jump, depending on whether a ladder is above you or not. And use X to go down a ladder or stay still, depending on whether there's a ladder.

You get 10 points for reaching the damsel, and may gain extra points if you jump and reach the 1s.

From time to time Kong leaps into the air to scare you, and if you are on one of the top two levels of girder then you will fall off.

If you manage to rescue the damsel this time then there's another level waiting for you — with one piece of girder missing

When a cuddly kitten turns into a marauding monster, you can't just stand there and let a damsel in distress be turned into cat food. Paul Edwards explains the rescue plan for his strangely familiar game, written for the TI-99/4A plus Extended BASIC

Hints on conversion:
 Here are explanations of some commands in TI BASIC, all prefaced by the word CALL

SPRITE sets up a sprite of number, ASCII code, color, row, column, row velocity, column velocity, and type

PATTERN takes sprite number and ASCII code

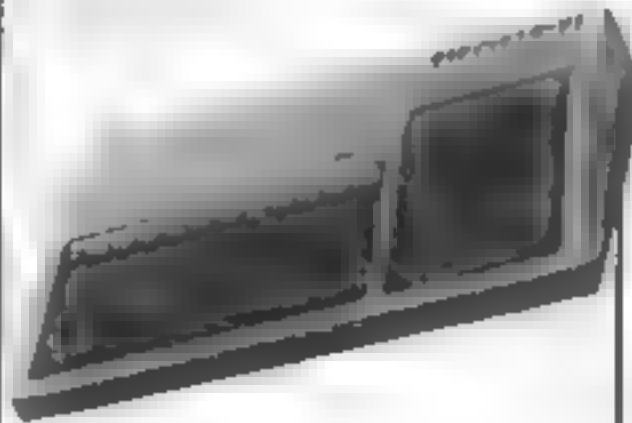
DELSprite deletes sprite number

MOTION sets sprite number, row motion, row velocity, column motion, and column velocity

Variables

- R player's row
- C player's column
- PR player's previous row
- PC player's previous column
- M1, M2 two characters for walking man
- IK damsel in distress's column
- DI damsel in distress's direction
- CH character of position player is about to move on to
- CLH the last character covered printed after player has passed
- SC score
- KASH level of game key
- D,F character of game call
- GCHAR

How it works:
 100-270 sets colour and character actors
 280-540 sets screen
 550 sets variables
 670-670 Kong jumps
 650-670 damsel moves
 680-790 you move
 820-900 you jump
 910-950 up ladder
 960-1010 down ladder
 1020-1070 you fall
 1080-1160 sets up next level
 1170-1190 you lose
 1190-1230 play again or end



```

100 CALL CLEAR :: CALL SCREEN(2)
110 FOR Q=0 TO 8 :: CALL COLOR(Q
,16,1):: NEXT Q
120 RANDOMIZE
130 CALL CHAR(96,"18131318101818
18")
140 CALL CHAR(97,"18180818101854
22")
150 CALL CHAR(98,"18181018321810
18")
160 CALL CHAR(99,"1818101838182A
44")
170 CALL CHAR(100,"1010080E08101
436")
180 CALL CHAR(101,"00000001000B
BFF")
190 CALL CHAR(104,"2430243024302
430")
200 CALL CHAR(124,"AA55AA55")
210 CALL CHAR(128,"01030313070F1
F3B")
220 CALL CHAR(129,"8100000E0F0F
8DC")
    
```

```

230 CALL CHAR(130,"01F1F071E3E0
60E")
240 CALL CHAR(131,"E1F0F0F07070E
07")
250 CALL CHAR(136,"1010087F10103
E14")
260 CALL CHAR(137,"00180808")
270 CALL COLOR(9,12,1,10,13,1,12
,5,1,13,14,1,14,8,1)
280 CALL MCHAR(22,1,124,32)
290 DISPLAY AT(4,17): " "
300 DISPLAY AT(7,11): " "
310 DISPLAY AT(10,7): " "
320 DISPLAY AT(13,4): " "
330 DISPLAY AT(16,1): " "
340 DISPLAY AT(19,4): " "
350 CALL VCHAR(4,14,104,3)
360 CALL VCHAR(4,19,104,3)
370 CALL VCHAR(7,12,104,3)
380 CALL VCHAR(7,21,104,3)
390 CALL VCHAR(10,6,104,2)
400 CALL VCHAR(10,14,104,3)
410 CALL VCHAR(10,19,104,3)
420 CALL VCHAR(10,26,104,3)
430 CALL VCHAR(13,5,104,3)
440 CALL VCHAR(13,12,104,3)
    
```

T-99/NA PROGRAM

```

450 CALL VCHAR(13,17,104,3)
460 CALL VCHAR(13,29,104,3)
470 CALL VCHAR(16,9,104,3)
480 CALL VCHAR(16,21,104,3)
490 CALL VCHAR(19,15,104,3)
500 CALL VCHAR(19,26,104,3)
510 CALL HCHAR(5,16,128):: CALL
HCHAR(5,17,129):: CALL HCHAR(6,1
6,130):: CALL HCHAR(6,17,131)
520 CALL HCHAR(8,14,137):: CALL
HCHAR(8,20,137):: CALL HCHAR(11,
13,137):: CALL HCHAR(11,22,137)
530 CALL HCHAR(14,8,137):: CALL
HCHAR(14,25,137):: CALL HCHAR(17
,12,137):: CALL HCHAR(17,18,137)
540 CALL HCHAR(20,10,137):: CALL
HCHAR(20,23,137)
550 PR,R=21 :: PC,C=1 :: M1=98 ::
M2=99 :: DC=15 :: DD=1 :: CCH=

```

```

560 IF RND>.05 THEN 640
570 CALL HCHAR(5,16,32,2):: CALL
HCHAR(6,16,32,2)
580 CALL HCHAR(4,16,128):: CALL
HCHAR(4,17,129):: CALL HCHAR(5,1
6,130):: CALL HCHAR(5,17,131)
590 CALL HCHAR(4,16,32,2):: CALL
HCHAR(5,16,32,2)
600 CALL HCHAR(5,16,128):: CALL
HCHAR(5,17,129):: CALL HCHAR(6,1
6,130):: CALL HCHAR(6,17,131)
610 CALL SOUND(500,-5,0,110,0)
620 CALL HCHAR(4,16,124,2)
630 IF R=6 OR R=3 THEN 1020
640 CALL HCHAR(R,C,M1):: DISPLAY
AT(1,1):"SCORE :-" ; SC
650 CALL HCHAR(3,DC,32)
660 DC=DC+DD :: IF DC=15 OR DC=1
8 THEN DD=-DD
670 CALL HCHAR(3,DC,136)
680 PR=R :: PC=C
690 CALL KEY(0,F,C)
700 IF K=88 THEN C=C-1 :: M1=96
:: M2=97
710 IF K=89 THEN C=C+1 :: M1=98
:: M2=99
720 IF PR=R AND PC=C AND K<89 A
ND K<88 THEN IF M1=96 THEN ...
1 ELSE IF M1=98 THEN C=C+1
730 IF C=0 THEN C=32 ELSE IF C=
3 THEN C=1
740 CALL GCHAR(R,C,D)
750 IF CH=106 THEN ... ELSE IF
CH>127 AND CH<132 THEN C=PR :: G
OTO 1170
760 CALL HCHAR(PR,PC,CCH)

```

```

770 CCH=CH :: CALL HCHAR(R,C,M2)
780 CALL GCHAR(R+1,C,D):: IF D=3
2 THEN 1020
790 IF K=89 THEN 900 ELSE IF K=8
8 THEN 960 ELSE 560
800 CALL GCHAR(R-1,C,D):: IF D=1
04 THEN 910
810 IF C<2 OR C>29 THEN CCH=32 ::
GOTO 560
820 CALL GCHAR(R-1,C-1,D)
830 IF D=137 THEN SC=SC+1 :: CAL
L SOUND(100,800,0) :: D=32
840 IF M1=96 THEN CALL GCHAR(R,C
-2,E):: CALL HCHAR(R,C,32):: CAL
L HCHAR(R-1,C-1,M2):: CALL HCHAR
(R-1,C-1,D):: CALL HCHAR(R,C-2,M
1) :: C=C-2
850 CALL GCHAR(R-1,C+1,D)
860 IF D=137 THEN SC=SC+1 :: CAL

```



```

L SOUND(100,800,0):: D=32
870 IF M1=98 THEN CALL GCHAR(R,C
+2,E):: CALL HCHAR(R,C,32):: CAL
L HCHAR(R-1,C+1,M2):: CALL HCHAR
(R-1,C+1,D) :: CALL HCHAR(R,C+2,M
2) :: C=C+2
880 CCH=E
890 CALL GCHAR(R+1,C,D):: IF D=3
2 THEN 1020
900 GOTO 560
910 FOR RR=R TO R-2 STEP -1
920 CALL HCHAR(RR,C,104):: CALL
HCHAR(RR-1,C,100)
930 NEXT RR
940 R=R-3 :: CCH=32
950 GOTO 560
960 CALL GCHAR(R+1,C,D)
970 IF D<>104 THEN CCH=32 :: GOT

```

```

0 560
980 CALL HCHAR(R,C,32)
990 FOR RR=R+1 TO R+3 :: CALL HC
HAR(RR,C,100):: CALL HCHAR(RR,C,
104):: NEXT RR
1000 R=R+3 :: CCH=104
1010 GOTO 560
1020 CALL HCHAR(R,C,32)
1030 CALL SPRITE(#1,M1,12,R*8,C*
8-8,10,0)
1040 CALL POSITION(#1,Y,X):: IF
Y<160 THEN 1040
1050 CALL MOTION(#1,0,0):: CALL
PATTERN(#1,101)
1060 FOR Q=400 TO 200 STEP -10 :
: CALL SOUND(-100,Q,0):: NEXT Q
1070 GOTO 1190
1080 FOR Q=200 TO 400 STEP 10 ::
CALL SOUND(-100,Q,0):: NEXT Q
1090 SC=SC+10
1100 Y=INT(RND*13)+9 :: X=INT(RN

```

```

D=32+1 :: CALL GCHAR(R,C,D):: I
F D=124 THEN 1100
1110 CALL HCHAR(R,C,32)
1120 FOR C=1 TO 50 :: NEXT C
1130 CALL HCHAR(R,C,32)
1140 CCH=32
1150 CALL DELSPRITE(#1)
1160 GOTO 520
1170 FOR Q=400 TO 200 STEP -10 :
: CALL SOUND(-100,Q,0):: NEXT C
1180 DISPLAY AT(2,1) "HARD LUCK
YOU LOSE !!!"
1190 DISPLAY AT(24,1) "PLAY AGAI
N ? Y/N"
1200 CALL ME(1,1,0)
1210 IF N=89 THEN SC=0 :: CALL D
ELSPRITE(#1):: CALL CLEAR :: GOT
O 280 ELSE IF N=73 THEN 1220 ELSE
1200
1220 CALL CLEAR :: END

```

TI 99/4A
Home Computer
only £99.50

TEXAS INSTRUMENTS

TI 99/4A Solid State Software

Some of our Crazy Prices:

EXTENDED BASIC	£52.25
MINI MEMORY	£52.25
BLASTO	£10.50
CHISHOLM TRAIL	£16.80
TUNNELS OF DOOM	£20.80
SOCCER	£12.50

Post & Packing Free - VAT included
Send S.A.E. for full price list
Please make cheques payable to

PARCO ELECTRICS

4 Dorset Place, New Street, Honiton,
Devon, EX14 8GS.
Tel: Honiton (0404) 44425

Dragon 32 — Spectrum — Tandy Color

FREE TAPE OFFER

CODE		
D/T	Lost in Space	
D/T	Draculas Castle	
D/T	Floating Bomb	ALL £5
D/T	Death Ship	

BUY ONE GET ONE FREE

D/T	A MAZE IN	£10
	3D Maze with death defying monsters — Hours of fun for all — different game each time	
	Buy a copy of A-Maze-In and get any TWO of the above mentioned FREE	
	"Good Value for Money" S. Drew, York	
D/T/S(48)	Ownership	£7
	Very realistic version of Monopoly with all the thrills and more over 24h	
S(16)	Games pack No. 1 (over 30K of programs)	£4
	Bomb Run, Yellow Oil, Monster and more	
	Games pack No. 2 (over 30K of programs)	£4
	Snake, Zombie Lander and more	
	"Liked games pack one send me No. 2 C. W. Thom, Glasgow	

Buy both for £6.50

DIG CAST PRIZES

D/T S(16)	Roving Knight	£5
	(includes entry to competition)	
	This amazing board challenge has still to be cracked	
	Try your luck and you could be pounds in	

Code D = Dragon 32 T = Tandy S = Spectrum 16K or 48K

STATE WHICH MACHINE

Send cheques or Postal orders to:
FLATBELL Ltd
9 Franklin Road
Haddenham, Bucks HP17 8LE

ANIROG SOFTWARE

COMMODORE 64

SKRAMBLE	J.S.	£7.95
HEXPERT	J.S.	£7.95
MOON BUGGY	J.S.	£7.95
DUNGEONS	K.B.	£6.95
3D TIME TREK	K.B./J.S.	£5.95
FROG RUN	K.B./J.S.	£5.95

SPECTRUM
MISSILE DEFENCE
K.B./J.S.
£5.95

KONG 64

FAMILY FUN		
KONG - 64	K.B./J.S.	£7.95
KONG - SPECTRUM	K.B./J.S.	£5.95
KRAZY KONG		
VIC 20 (16K)	K.B./J.S.	£7.95
MINI KONG		
VIC 20(UNEXP)	K.B./J.S.	£5.95

ANIROG SOFTWARE

24 HR CREDIT CARD SALES HORLEY (02934) 6083
PAYMENT BY CHEQUE, P.O., ACCESS/VISA
8 HIGH STREET HORLEY, SURREY.
Overseas 50p post & packaging

TRADE ENQUIRIES WELCOME
29, West Hill, Dartford, Kent. (0322)92513/8

THE FABULOUS CASSETTE

FROM **CASCADE**

50

50 GAMES ON ONE GREAT CASSETTE

DON'T MISS THIS INCREDIBLE OFFER

ONLY £9.95
(INC. P&P and VAT)

DRAGON    
Spectrum  Apple  Atari
ORIC-1 ZX81 VIC-20

EXPRESS DELIVERY ORDER NOW

Please send me by return of post, Casette 50 at £9.95 per tape. I enclose a cheque/postal order for made payable to Cascade Games Ltd. Country _____

Post Code _____

SPECTRUM ZX 81
BBC AD ATARI
ORIC 1 VIC 20
DRAGON APPLE

Please tick appropriate box



Dealers & Stockists enquiries welcome

Cascade Games Ltd
Suite 4 1 3 Haywra Crescent Harrogate,
North Yorkshire, HG1 5BG, England
Telephone: (0423) 504525

HCW 11 10.83

MIKRO-GEN

presents **TWO great games from Saturn Developments**

The chart-hitting

Mad Martha



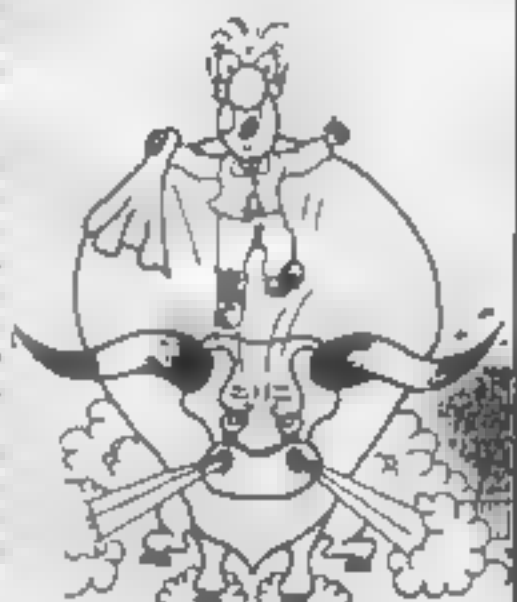
And now -

Mad Martha II



Henry is the hen pecked hero of this maddest game. One night Henry is taken to work. He steals his wages from his wife's purse and sneaks out of the house being careful not to wake the hubs or trip over the cat and heads for the bright lights to have some fun. Trouble is he runs out of money. His only way to raise some cash is to gamble his few remaining pounds on the spinning wheel at the roulette table. That's Henry's getting on to his evening at the tables as wife Mad Martha has noticed his absence. Realising Henry has absconded with the housekeeping she is determined to win an axe with which to chop him up in this happy hunt. Track his progress Henry. What will he do?

Time for the annual holiday and Martha decides to visit her hair-raising cousin Manue who is a waster in a push hote in Bannerton. One afternoon Martha sets out on a bus tour with her son young Arthur (not making orders for Manue to keep an eye on Henry). unbeknown to Martha really Henry has a Spanish pen-pal and has planned a secret rendezvous. Henry leaves the hotel brimming with enthusiasm and Manue (who is totally wacked) is hot on his trail. The adventure takes us through the thins and spins in a madcap chase taking in a morges other delights: a bus fight in a wood pool Henry is forced to play the madcap guaranteed laughs and fun of a family.



*** FOR 48K SPECTRUM ONLY £6.95 Post & Packing 40p ***

A game to invest in... funny, genuinely original, and the graphics are great hit the key to begin, the Spectrum plays a real Hollywood-style movie theme tune, and the hunt is on!
Personal Computer News

Marvelous adventure, really daffy a refreshing change from some of the doomaden programs encountered nowadays a game where you won't get to the next stage without solving the present conundrum.
Popular Computing Weekly

- ★ Full adventure format - accepts multiple commands of one entry, in plain English
- ★ Witty, intelligent replies to comments
- ★ Skill level select for beginners
- ★ Every location in full screen, high-res, colour graphics
- ★ Three exciting arcade-type games as an integral part of the adventure
- ★ Full help facility and save game command

Available from retail outlets or direct from
MIKRO-GEN, 1 Devonshire Cottages, London Rd, Bracknell RG12 2TQ

OR PHONE YOUR ACCESS/WSA NUMBER: (0344) 27317 (9am-6pm)

**Light Cycle
ORIC-1 £6.95**

PSS, 452 Stoney Stanton Road,
Coventry CV6 5DG

The object of this game is to ride your laser cycle around the game grid, leaving in your wake a solid laser wall.

Your opponent, human or computer, also leaves a similar wall, and if either of you hit any object on the grid then you "De-rez", giving a very spectacular display.

The whole program is very well presented, giving that all important arcade quality.

There is plenty of sound, impressive graphics, a hall of fame and, most usefully, an adjustable volume control. This last feature is one I hope to see on all new Oric games, especially in

view of the Oric's rather loud sound!

Instructions are clear and concise, and the control keys (up, down, left, right and power boost) are well positioned for both players or for player against computer.

The game itself has good graphics, and on the highest of its nine skill levels is very fast indeed. It is very addictive and one of the few arcade action games that can be played by more than one person.

All in all, a game that offers very good, all round value for money. **M.C.**

instructions	75%
playability	80%
graphics	85%
value for money	85%



**On your
light
bike...**

...Or your computerised car.
Our reviewers test-drive some
games on two wheels and four

**Grid-Run and
Pontoon
48K Spectrum
£5.50**

Arcade, Technology House, 32
Chislehurst Road, Orpington,
Kent BR6 0DG

No, Grid-Run is not a version of Gridrunner. The object is to avoid a racing car that is moving in the opposite direction to you.

You can change tracks at the gaps in the walls surrounding each lane, but it's impossible to reverse, so when there is no exit between your end and computer's car, death becomes inevitable.

Points are scored by running over dots, Pacman style.

Life skills involved which makes this a very poor game. Pontoon lacks challenge

because so much depends on chance, but there is a good graphical representation of each card and colour is used throughout. A tally of the results is kept.

Phrases such as "are you trying to let me win?" add interest, but they soon become predictable.

The computer starts each time (someone will have to teach it some manners) and although its first two cards are hidden, any subsequent cards are displayed.

Neither game is good enough to make this cassette a good buy. **S.E.**

instructions	70%
playability	40%
graphics	75%
value for money	45%



**Roadrunner
32K BBC £7.95**

Superior Software, 69 Leeds
Road, Bramhope, Leeds

One of the few car driving games for the BBC. You drive your car around a maze like track, avoiding the computer's cars and the rocks, and trying to pass over the checkpoints flags for points. A smoke screen can be dropped which causes computer cars which hit it to go into a spin, but this uses some of your limited fuel. Joystick or keyboard may be used.

The top quarter screen displays a radar scan of flag positions and cars with the indicators in the screen showing the track, a clear, colourful representation.

The graphics are excellent and sound is used effectively. Key response is quick, movement is smooth and fast as only machine code can produce.

I enjoyed the game very much. It needed both quick reactions and tactics to avoid chasing cars (imagine Pacman meets British Leyland - but more efficient). Six skill levels are provided.

If you want to try the game, your local arcade may have a Roadrunner machine, this tape is almost identical. A high score chart is also provided. **R.F.**

instructions	
playability	96%
graphics	92%
value for money	97%
	96%



**Motor Mania
Commodore
64 + Joystick
£8.95**

Audiogenic, PO Box 88,
Reading Berks

You can almost smell the burning rubber and the hissing radiator in Motor Mania, a fast, realistic and exciting race car game which combines good graphics and highly effective sound in a superb package.

On running, the display shows you instrument panel complete with speedometer, fuel gauge, battery charge and spare tyre indicator. On the left, a graphic display of the road shows your car positioned at a garage and a light touch of the joystick sends it off down the track.

The road is full of hazards

such as potholes, which cause you to skid, broken glass, which will puncture a tyre, logs which will pierce your radiator and cause overheating problems. You even have to contend with avalanches.

All these obstacles can be avoided with skilful driving, to avoid as many miles on the meter as you can with five cars.

The detail in this game is amazing. Fuel can be replenished at one of the garages en route, as can spare tyres, radiator etc. **D.A.**

instructions	80%
playability	90%
graphics	75%
value for money	85%



**Lightcycles
BBC B £6.95**

ByteWare, Unit 25, Handyside
Arcade, Newcastle upon Tyne
NE4 4PZ

One of the most commonly used clips from Iron is the scene with the lightcycles streaking across the screen. Well it's from Iron that this game takes its name.

It won't signal a new era in computer games, and in fact the real basis of the game is an old favourite, Wraprap. Nevertheless, I'm sure lots of people will get lots of fun from it.

You control your light cycle from the keyboard, left, right, left hand up/down, right hand which is much easier than the four keys close together scheme.

Meanwhile the pursuing cycles career around madly and at ran

can often trapping themselves in their own vapour trail.

Indeed, while you with the usual Wraptrap you try and out manoeuvre the computer, here it's of or best to just stay out of trouble and let the computer trap itself.

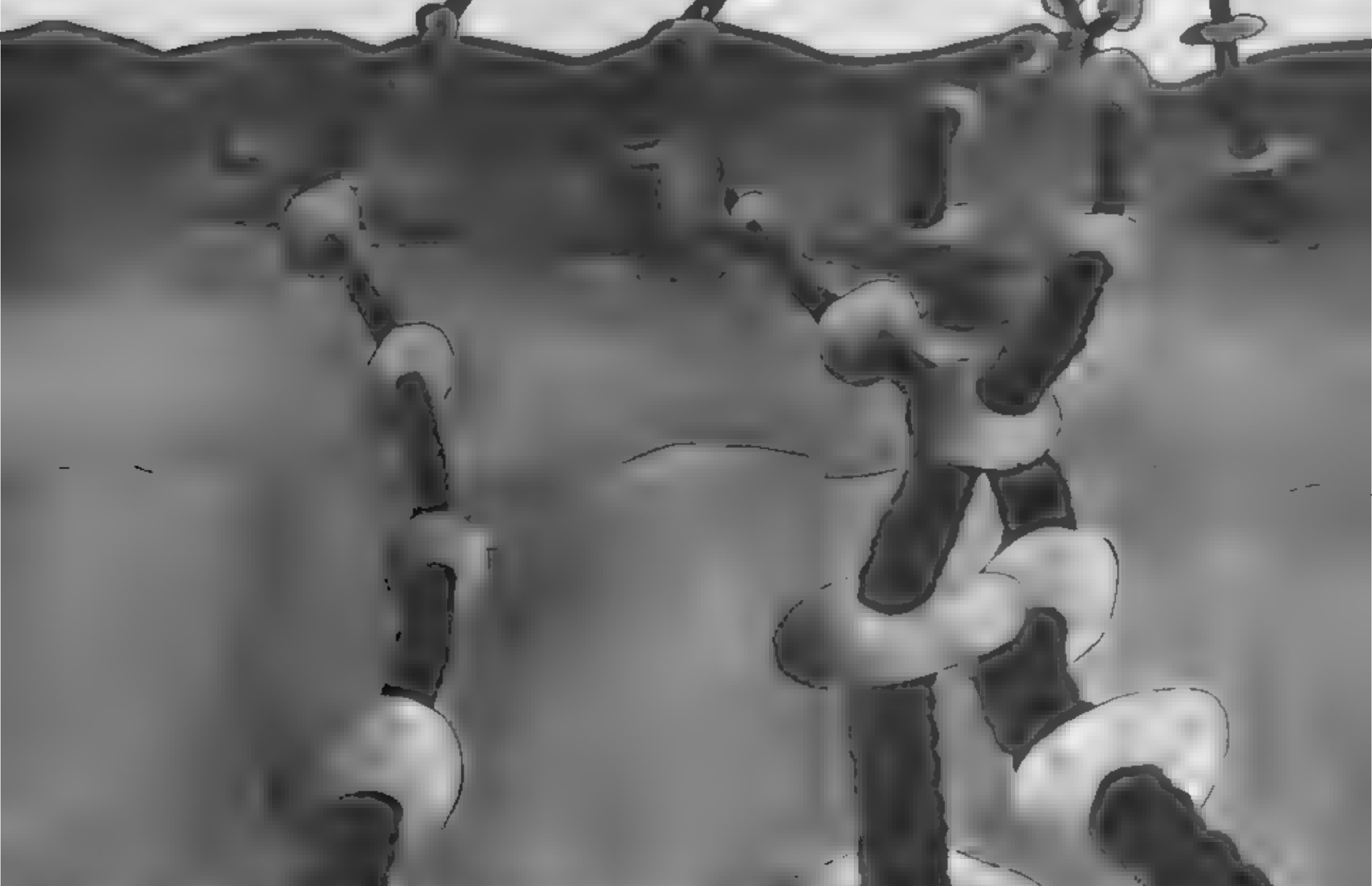
The opposing cycles increase speed as they race, but it's colour change and back to one again.

Perhaps it's because it does need to keep the speed of the action but the graphics are a little disappointing and the sound effects aren't special. However I liked the balance between skill and chance. **B.J.**

instructions	80%
playability	92%
graphics	75%
value for money	80%



HAVE YOU BEEN INVOLVED IN A MYSTERIOUS ADVENTURE RECENTLY?



It is probable that the symptoms of TIS are a result of involvement in a mysterious adventure, and the symptoms include insomnia, a decrease in energy, and a general sense of unease. TIS is highly contagious and is caused by exposure to a mysterious substance. The symptoms of TIS are a result of involvement in a mysterious adventure, and the symptoms include insomnia, a decrease in energy, and a general sense of unease. TIS is highly contagious and is caused by exposure to a mysterious substance.

BBC Computer of a... you see... My... DIGITAL

- 1) THE GOLDEN BATON
- 2) THE TIME MACHINE
- 3) ARROW OF DEATH (PART 1)
- 4) ARROW OF DEATH (PART 2)
- 5) THE WIZARD
- 6) PERSEUS AND AND...
- 7) THE WIZARD
- 8) THE WIZARD
- 9) PERSEUS AND AND...
- 10) THE WIZARD

Discounts are available on all orders. SERIOUSLY DAMAGED



SEND CHEQUE OR P.O. TO:
DIGITAL FANTASIA

BRECK

You're on the trail of a damsel in distress

How it works

10-190 set up the variables and fill the array with all the necessary items.
 192-299 display main screen.
 300-490 move man routine.
 500-999 main logic for the main routine.
 1300-1550 subroutine which allows user to choose game type.
 3000-3720 spear throwing subroutine which also outputs necessary data to the main screen depending on what has been hit.
 4000-4050 a beast has found the damsel.
 4100-4540 the man searches for the beast.
 5000-5520 move the damsel to follow the man and check for starvation of the damsel.
 6000-6195 move the man back up in the maze.
 7000-7120 spin screen display.
 8000-8040 set screen display.
 9000-9520 introduction screen.
 10000-10120 rotate the screen.
 Notes: Lines 1310, 2000, 2090, 4000, 4520, 5500, 8000, 9090, and 9500 contain graphics screen characters.
 Between quotes in the listing all lower case Js, hash signs and underscore Ks are in inverse.

There are some nasty hazards to be overcome before you can save the damsel in David Ryan's game for the Atari 400 or 800, plus one joystick

Variables

B1, B2, B3, B4, B5, B6 beast positions in the string and flags for dead beasts
 M, M1 man positions in the string
 EP exit position
 DP damsel position
 DIR man direction
 S spears count
 BD count of dead beasts
 The following variables are used as flags for the program
 MG maiden has been found
 MF maiden told to follow man to the exit
 Note: To register the fact that the maiden has been found and that the maiden has been told to follow the man to the exit you must 'bump' the man into her.

```

5 GRAPHICS 2+16
7 GOSUB 10000
8 DIM A$(37*37),B$(17)
9 GOTO 9000
10 POSITION 0,0: ? #6; " PLEASE WAIT 50 SE
C. ": M=0: S=30: B0=0: M1=0: B5=0: B6=0
15 FOR A=39 TO (37*37)-1: IF RND(0)>.95
THEN A$(A,A)="Q":NEXT A:GOTO 20
17 A$(A,A)=" ":NEXT A
20 FOR A=1 TO 37:A$(A,A)="!":A$(37*37+A,
37*37+A)="!":NEXT A:A$(38,38)="!":A$(37*
37,37*37)="!"
40 FOR A=1 TO 37:FOR R=1 TO 34 STEP 4: IF
INT(RND(0)*4)+1=3 THEN NEXT R:NEXT A:GO
TO 60
50 A$(37*A+R,37*A+R)="!":NEXT R:NEXT A
60 FOR A=1 TO 36:FOR R=1 TO 33 STEP 4: IF
INT(RND(0)*4)+1=3 THEN NEXT R:NEXT A:GO
TO 130
70 A$(R*37+A,R*37+A)="!":NEXT R:NEXT A
130 A=INT(RND(0)*37*37)+37: IF A$(A,A)="
" THEN A$(A,A)="<":EP=A:GOTO 160
150 GOTO 130
160 A=INT(RND(0)*37*37)+37: IF A$(A,A)="
" THEN M=A:GOTO 170
165 GOTO 160
170 A=INT(RND(0)*37*37)+37: IF A$(A,A)="
" THEN A$(A,A)="J":B1=A:GOTO 175
171 GOTO 170
175 A=INT(RND(0)*37*37)+37: IF A$(A,A)="
" THEN A$(A,A)="J":B2=A:GOTO 180
176 GOTO 175
180 A=INT(RND(0)*37*37)+37: IF A$(A,A)="
" THEN A$(A,A)="K":DP=A:GOTO 192
190 GOTO 180
192 FOR Q=1 TO 2:FOR A=80 TO 0 STEP -1:S
OUND 0,A,10,10:NEXT A:NEXT Q
193 FOR A=200 TO 0 STEP -4:SOUND 0,A,10,
10:NEXT A
197 GOSUB 8000
199 COLOR 29:PLOT 9,4
200 SETCOLOR 0,3,6:SETCOLOR 1,10,10:SETC
OLOR 2,1,8:SETCOLOR 3,6,8
203 GOSUB 7000
206 GOTO 6000
207 SOUND 0,0,0,0
208 GOSUB 7000
210 POSITION 8,3: ? #6;A$(M-38,M-36)
220 POSITION 8,4: ? #6;A$(M-1,M-1):POSITI
ON 10,4: ? #6;A$(M+1,M+1)
230 POSITION 8,5: ? #6;A$(M+36,M+38)
    
```

Only once both beasts are dead can you lead the damsel out of the maze. Your trail of coins will change to a chain of small crosses which she will follow — but you'll have to hurry, otherwise she may starve to death before you get there.

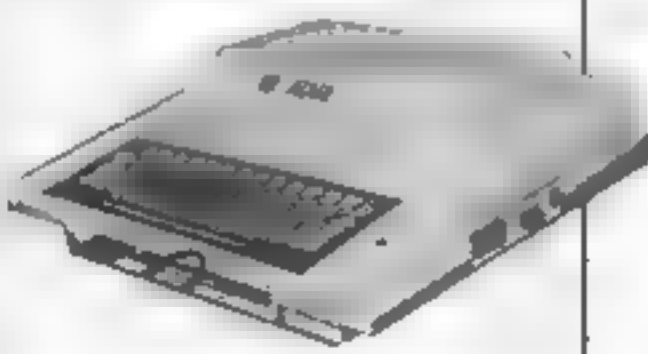
And that's not all. In the maze are pits you must avoid or you fall to your death. You can knock some of the maze walls down with your spear — but some are indestructible.

And though you're given information about your position in the maze relative to the damsel and the exit, this information is only approximate. As you get nearer your goal, the wizard changes the read-out so as to confuse you and throw you off the track.

The joystick plugs into port 1 (far left) at the front of the computer. It moves the man one space north, south, east or west each time.

To throw a spear, hit the fire button and wait for the man on the screen to go dark green. To aim a spear push the joystick in the direction required, as above. To cancel this option without throwing a spear hit the space bar.

For the more experienced player the option for the walls has been given. In this mode of play the game becomes very frustrating.



In this game you play the role of a gallant knight with a mission to rescue a damsel who was imprisoned in a maze by a wizard.

Finding the damsel is only one of your problems. Along the way you must dodge two hideous, flesh eating beasts who will devour both you and the damsel if they can. Look out for their trails and keep out of their way — these beasts are indestructible until the damsel has been found.

Once you've found the damsel you must go back and kill the beasts, using a limited number of spears you have strapped to your back.

Hints on conversion

Some special Atar BASIC commands used in this program are listed below. Many computers have equivalent commands available.
 GRAPHICS 2+16 creates 16 graphics mode (the screen is 70 to 12 down by 20 across).
 POSITION puts the cursor at the specified place on the screen.
 STICK (0) is a command to read the joystick port number in brackets.

ATARI 400/800 PROGRAM

```

295 IF STRIG(0)=0 THEN SETCOLOR 1,10,6:6
OSUB 3000
297 SETCOLOR 1,10,10
298 IF S<(2-BD) AND BDK>2 THEN 9500
299 FOR E=1 TO 20:NEXT E
300 JS=STICK(0):IF JS=15 THEN 203
310 IF JS=11 THEN M1=M-1
320 IF JS=7 THEN M1=M+1
330 IF JS=14 THEN M1=M-37
340 IF JS=13 THEN M1=M+37
350 SOUND 0,200,10,10
360 IF A$(M1,M1)="!" THEN M1=M:GOTO 207
370 IF A$(M1,M1)="Q" THEN 500
380 IF A$(M1,M1)="K" THEN 600
430 IF A$(M1,M1)="J" THEN 4500
440 IF A$(M1,M1)="<" THEN 1300
470 IF BD=2 THEN A$(M,M)="$":M=M1:GOSUB
5000:GOTO 490
480 A$(M,M)=">":M=M1:GOSUB 5000
490 A$(DP,DP)="K":GOTO 207
500 FOR A=1 TO 255 STEP 4:SOUND 0,A,10,8
:NEXT A:FOR R=15 TO 0 STEP -1:SOUND 0,10
0,10,R:NEXT R
530 POSITION 0,0
540 B$=" man fell in pit "
550 FOR A=0 TO 12:? #6;B$;:NEXT A
599 FOR R=1 TO 200:NEXT R:GOTO 2000
600 FOR A=255 TO 1 STEP -3:SOUND 0,A,10,
10:SOUND 1,ABS(A-256),10,10:NEXT A:SOUND
0,0,0,0:SOUND 1,0,0,0:M6=1:M1=M
620 IF BDK>2 THEN MF=0:GOTO 200
630 MF=1:GOTO 200
1300 IF MF AND BD=2 THEN 1500
1310 M1=M:GOTO 207
1500 SOUND 0,0,0,0:SOUND 1,0,0,0
1510 POSITION 0,0:? #6;")"
1520 FOR K=1 TO 255:SOUND 0,K,10,10:SOUN
D 1,256-K,10,10:SOUND 2,K,8,10:SOUND 3,2
56-K,8,10
1530 POSITION 2,3:? #6;"congratulations"
1540 POSITION 8,6:? #6;"you":POSITION 2,
8:? #6;"have rescued the"
1550 POSITION 7,10:? #6;"damsel":NEXT K:
SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 2,0,0,
0:SOUND 3,0,0,0
2000 POSITION 0,0:? #6;")":J=6
2010 POSITION 1,2:? #6;"'select' to choo
se":POSITION 1,3:? #6;"'start' to begin"
2020 POSITION 1,6:? #6;" 1 - normal":POS
ITION 1,7:? #6;" 2 -invisible walls"
2030 IF PEEK(53279)=5 THEN J=J+1:IF J=8
GOTO 2010
2040 POSITION 1,J:? #6;"[";CHR$(43+J);"]"
2050 FOR R=1 TO 30:NEXT R:IF PEEK(53279)
=6 THEN 2060
2055 GOTO 2020
2060 IF J=7 THEN 2000
2070 RESTORE :READ D:FOR R=8 TO 15:READ
D:POKE N+R,D:NEXT R:GOTO 2090
2080 FOR R=8 TO 15:POKE N+R,0:NEXT R
2090 POSITION 0,0:? #6;")"
2999 GOTO 10
3000 IF PEEK(764)=33 THEN POKE 764,255:R
ETURN
3020 JS=STICK(0):IF JS=15 OR JS=10 OR JS
=6 OR JS=9 OR JS=5 THEN 3000
3025 S=S-1:IF S=-1 AND BD=2 THEN RETURN
3027 IF S<BD AND BDK>2 THEN 9500
3030 IF JS=13 THEN DIR=37

```

```

3040 IF JS=14 THEN DIR=-37
3050 IF JS=11 THEN DIR=-1
3060 IF JS=7 THEN DIR=1
3065 MIR=DIR
3070 FOR K=1 TO INT(RND(0)*10)+27
3080 IF A$(M+MIR,M+MIR)="J" THEN 3500
3090 IF A$(M+MIR,M+MIR)="K" THEN 3600
3100 IF A$(M+MIR,M+MIR)="!" THEN 3700
3110 MIR=DIR+MIR:IF M+MIR>37*37 OR M+MIR
<40 THEN 3120
3115 NEXT K
3120 POSITION 2,10:? #6;"NOTHING HAS HIT
":FOR K=1 TO 500:NEXT K
3150 POSITION 2,10:? #6;"
":RETURN
3500 IF M6 THEN 3530
3515 POSITION 2,10:? #6;"HIT A HIDEOUS
J":FOR K=1 TO 500:NEXT K
3520 POSITION 2,10:? #6;"
":RETURN
3530 POSITION 0,10:? #6;"HIT A DEADLY MO
NSTER":A$(M+MIR,M+MIR)=" "
3540 FOR K=1 TO 500:NEXT K:POSITION 0,10
:? #6;"
3550 IF RND(0)*0.4 THEN 3563
3555 BD=BD+1
3556 POSITION 4,10:? #6;"beast is dead":
FOR K=1 TO 500:NEXT K:POSITION 4,10:? #6
;"
3557 F=INT(RND(0)*ABS(EP-DP))+15
3558 IF M+MIR=B1 THEN B5=1:GOTO 3560
3559 B6=1
3560 POP :GOTO 200
3563 POSITION 1,10:? #6;"BEAST ONLY HOUN
DED"
3565 IF M+MIR=B1 THEN B1=INT(RND(0)*37*3
7)+1:IF A$(B1,B1)>" " THEN 3565
3570 IF M+MIR=B2 THEN B2=INT(RND(0)*37*3
7)+1:IF A$(B2,B2)>" " THEN 3570
3575 FOR K=1 TO 500:NEXT K:POSITION 0,10
:? #6;"
3590 POP :GOTO 200
3600 FOR A=1 TO 50:SOUND 0,100,12,10:FOR
E=1 TO 20:NEXT E
3630 POSITION 1,10:? #6;"YOU HIT THE MAI
DEN"
3640 SOUND 0,200,12,10:FOR E=1 TO 20:NEX
T E
3650 POSITION 1,10:? #6;"you hit the mai
den"
3660 NEXT A:SOUND 0,0,0,0
3670 GOTO 2000
3700 IF M+MIR*(37*37)-1 OR M+MIR<40 THEN
3120
3710 A$(M+MIR,M+MIR)=" ":POSITION 5,10:?
#6;"HIT A WALL":FOR K=0 TO 15:SOUND 0,1
50-K,12,K:FOR E=1 TO 10:NEXT E
3720 SOUND 1,200+K,10,15-K:NEXT K:SOUND
0,0,0,0:POP :POSITION 5,10:? #6;"
":GOTO 200
4000 POSITION 0,0:? #6;")"
4010 FOR K=1 TO 35
4020 POSITION 6,3:? #6;"YUM YUM":SOUND
0,100,12,10:FOR E=1 TO 30:NEXT E
4030 SOUND 0,100,6,10:POSITION 6,3:? #6;
"yum yum":NEXT K
4040 SOUND 0,0,0,0:POSITION 0,5:? #6;"Da
mns are tasty":FOR R=1 TO 200:NEXT R
4050 POSITION 2,7:? #6;"a beast ate the"
:POSITION 7,8:? #6;"damsel":FOR R=1 TO 3
00:NEXT R:GOTO 2000
4500 FOR A=1 TO 20:POKE 755,4:SOUND 0,10

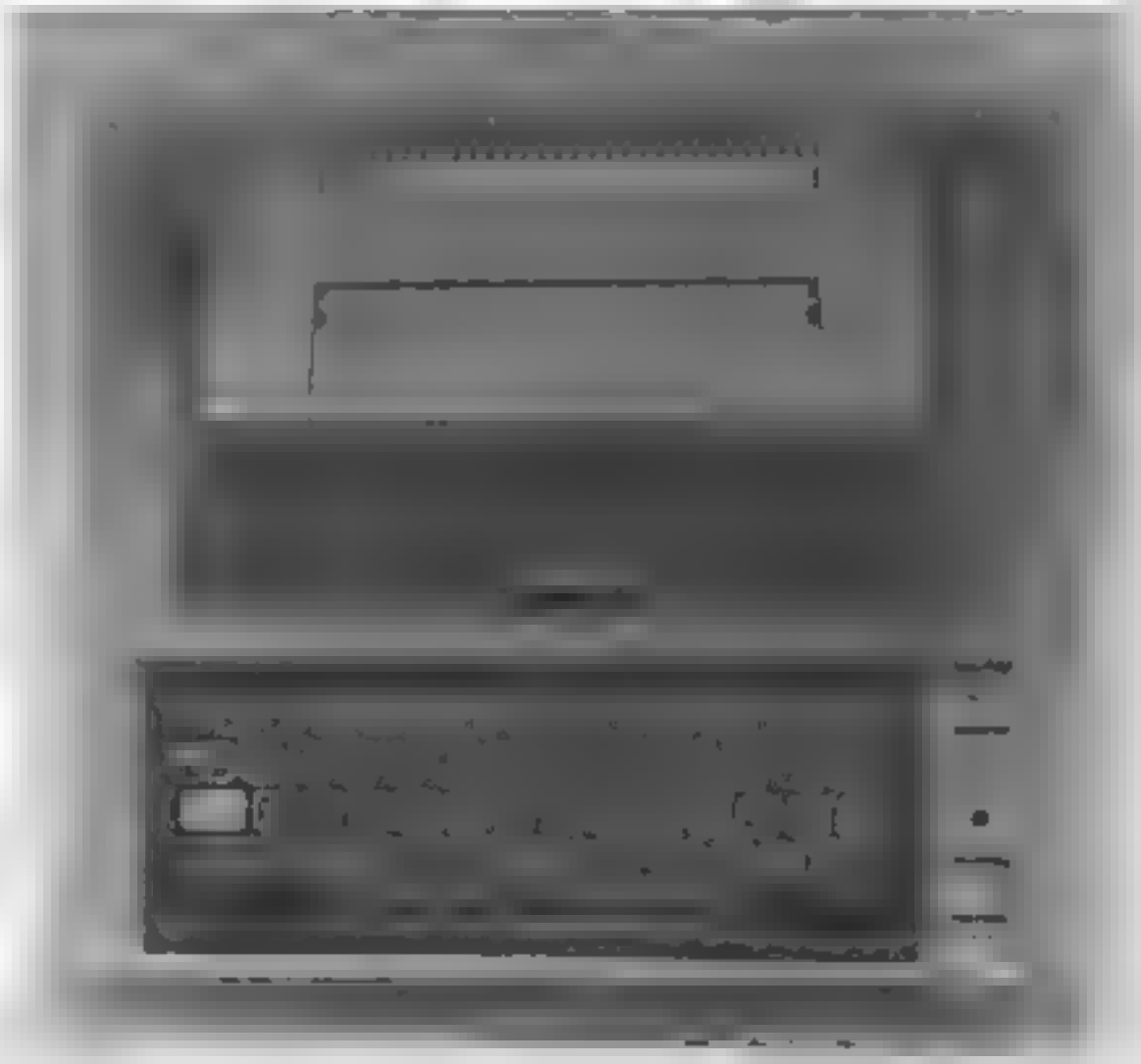
```

ATARI 400/800 PROGRAM

```

0,12,10:FOR E=1 TO 10:NEXT E:POKE 755,2:
SOUND 0,200,12,10:NEXT A
4510 A$(B1,B1)=" ":A$(B2,B2)=" ":M1=M:A$(
(M1,M1)="J":SOUND 0,0,0,0
4520 POSITION 0,0:? #6;")"
4530 POSITION 1,5:? #6;"the man was eate
n":POSITION 9,7:? #6;"by":POSITION 6,9:?
#6;"a beast"
4540 FOR R=1 TO 200:NEXT R:GOTO 2000
5000 IF B0<2 THEN RETURN
5003 F=F-1:IF F<=0 THEN 5500
5005 IF DP-37<38 OR DP+37>37*37 THEN 504
0
5010 IF A$(DP-37,DP-37)="$" THEN A$(DP,D
P)=" ":DP=DP-37:RETURN
5020 IF A$(DP+37,DP+37)="$" THEN A$(DP,D
P)=" ":DP=DP+37:RETURN
5040 IF A$(DP+1,DP+1)="$" THEN A$(DP,DP)
=" ":DP=DP+1:RETURN
5050 IF A$(DP-1,DP-1)="$" THEN A$(DP,DP)
=" ":DP=DP-1:RETURN
5060 F=F+1:RETURN
5500 POSITION 0,0:? #6;")"
5510 FOR K=1 TO 150:POSITION 1,4:? #6;"t
he damsel died of":POSITION 7,6:? #6;"hu
nger"
5520 SOUND 0,K,10,10:FOR E=1 TO 10:NEXT
E:SOUND 0,K+55,10,10:NEXT K:SOUND 0,0,0,
0:GOTO 2000
6000 IF B5=1 THEN 6100
6010 X=INT(RND(0)*4)+1:ON X GOTO 6020,60
30,6040,6050
6020 B3=B1+37:GOTO 6060
6030 B3=B1-37:GOTO 6060
6040 B3=B1+1:GOTO 6060
6050 B3=B1-1
6060 IF A$(B3,B3)=">" OR A$(B3,B3)="*" O
R A$(B3,B3)=" " THEN A$(B1,B1)="*":B1=B3
:A$(B1,B1)="J":GOTO 6070
6065 GOTO 6080
6070 IF B3=M THEN 4500
6075 GOTO 6100
6080 IF A$(B3,B3)="K" THEN 4000
6095 B3=B1
6100 IF B6=1 THEN 210
6110 X=INT(RND(0)*4)+1:ON X GOTO 6120,61
30,6140,6150
6120 B4=B2+37:GOTO 6160
6130 B4=B2-37:GOTO 6160
6140 B4=B2+1:GOTO 6160
6150 B4=B2-1
6160 IF A$(B4,B4)=">" OR A$(B4,B4)="*" O
R A$(B4,B4)=" " THEN A$(B2,B2)="*":B2=B4
:A$(B2,B2)="J":GOTO 6170
6165 GOTO 6180
6170 IF B4=M THEN 4500
6175 GOTO 210
6180 IF A$(B4,B4)="K" THEN 4000
6195 B4=B2:GOTO 210
7000 POSITION 15,7:? #6;S;" ":POSITION 1
5,8:IF M6 THEN ? #6;"yes":GOTO 7020
7015 ? #6;"no"
7020 POSITION 15,9:? #6;B0
7025 POSITION 1,4
7030 IF (DP-M)>38 THEN ? #6;"-SOUTH":GOT
O 7070
7040 IF (DP-M)<-38 THEN ? #6;"-NORTH":GO
TO 7070
7050 IF (DP-M)>-1 AND (DP-M)<38 THEN ? #
6;"-EAST ":GOTO 7070
7060 ? #6;"-WEST "

```



```

7070 POSITION 12,4
7080 IF (EP-M)>37 THEN ? #6;"-SOUTH":GOT
O 7120
7090 IF (EP-M)<-37 THEN ? #6;"-NORTH":GO
TO 7120
7100 IF (EP-M)>-1 AND (EP-M)<38 THEN ? #
6;"-EAST ":GOTO 7120
7110 ? #6;"-WEST "
7120 RETURN
8000 POSITION 0,1:? #6;") MAZE ADVENTU
RE":POSITION 2,7:? #6;"spears left "
8020 POSITION 2,8:? #6;"damsel found ":P
OSITION 2,9:? #6;"beasts dead "
8030 POSITION 1,3:? #6;"DAMSEL":POSITION
12,3:? #6;"EXIT"
8040 RETURN
9000 POSITION 7,2:? #6;"welcome":POSITIO
N 9,4:? #6;"to":POSITION 3,6:? #6;"maze
adventure"
9020 POSITION 4,9:? #6;"PRESS START"
9030 IF PEEK(53279)>6 THEN 9030
9040 POSITION 0,0:? #6;")":GOTO 2000
9500 POSITION 0,0:? #6;")"
9510 POSITION 2,1:? #6;"you do not have"
:POSITION 7,3:? #6;"enough":POSITION 7,5
:? #6;"SPEARS"
9515 POSITION 4,7:? #6;"to complete":POS
ITION 2,9:? #6;"this adventure"
9520 FOR R=1 TO 500:NEXT R:GOTO 2000
10000 POKE 106,PEEK(106)-8:P=PEEK(106):N
=P*256:FOR M=0 TO 1023:POKE M+N,PEEK(573
44+M):NEXT M
10010 FOR A=1 TO 9:READ 0:FOR F=0 TO 7:R
EAD R:POKE 0*8+F+M,R:NEXT F:NEXT A:POKE
756,P:RETURN
10020 DATA 1,255,0,237,237,237,0,255,255
10030 DATA 49,0,126,129,129,129,129,126,
0
10040 DATA 43,28,28,8,62,8,28,28,62
10050 DATA 3,0,0,40,20,40,20,0,0
10060 DATA 4,0,0,0,8,28,8,0,0
10090 DATA 42,0,60,90,90,90,126,165,165
10100 DATA 30,0,0,0,0,8,0,0,0
10110 DATA 29,24,36,24,60,90,24,24,36
10120 DATA 28,64,64,96,80,72,68,255,255

```

Computerised classics

Our review panel takes a look at some traditional games that have had the computer treatment

Yahtzi/ Knight's Move Oric 1 £4.95

HTL Software, Lock Street, Savile Town, Dewsbury

These two well-written family games, retailing at less than £5, represent good value for Oric owners.

Both programs loaded rapidly and without any problems, but incorporated a novel load check facility just in case of difficulty.

Also impressive was the tuneful HTL logo at the start of both programs.

Yahtzi is the standard dice game for two to eight players in which the aim is to be the first to achieve a set of die combinations.

The program does everything

for you; 'throws' the dice, scores, and provides you with an on-screen reminder of the combinations you need, and the possibilities in your throw.

Knight's Move is a board game for up to five players. The object is to swap two sets of knights of different colour using the chess knight movement of the pieces.

Not only is the number of moves taken important, but also the time taken.

It may require fast thinking, but once played a few times, you may find that the object is achieved relatively easily, and the appeal of the game is lost.

instructions	70%
playability	60%
graphics	50%
value for money	90%



Pool Spectrum £5.95

CDS Micro Systems, PO Box 91, Doncaster, South Yorkshire DN4 5LX

CDS has produced a very restful game with this version of Pool. The program is a joy to use. You control a marker which moves around the cushion, position it correctly, press "center" and the white cue ball will move towards the marker's position.

The strength of the shot can be adjusted on a scale of one to five. By striking a ball on the side it is possible to make it go off at a tangent as in real pool. A realistic sound accompanies each shot.

A number of changes have been made to this version. There are six balls, three red and three

black, which can be potted in any order.

At the start of each game you have four turns. A turn is lost if you play three shots without potting a ball, if you pot the cue ball, or if you miss one of the colored balls. If you pot a ball you are once more given three shots. A two player game is possible. Play alternates after every turn.

The score for each ball potted depends on its colour, the number of shots taken and the frame number.

The alterations made may disappoint the pool purist but they make for an interesting game.

instructions	80%
playability	100%
graphics	40%
value for money	70%



Pinball/Cubits TI-99/4A (Extended BASIC) £6

Lizard Games, 14 Bridgewood, Brookside, Telford, Shropshire TF13 1LY

Pinball is an old arcade favourite, and this version is a faithful reproduction for the TI.

Three balls are provided for each game, the object being to better the current high score. For each 2,000 points scored, an extra ball is awarded.

My only real criticism is the choice of keys 1 and 0 to control left and right flipper. This sometimes led to accidental quitting of the program by players unfamiliar with the keyboard. I would have thought Q and P

would be a better choice. Cubits is a game for two players in which 10 rows of 15 covered dice are arranged across the screen. Each player in turn selects two dice to uncover with the purpose of matching the numbers.

If a match is made 10 points are awarded and the player has an extra turn. There are special star dice which earn 50 points. The game ends when all dice are matched, the winner being the player with the highest score.

The game is well error trapped and has good graphics but eventually becomes tedious to play. Could there not be options for a long or short game? J.W.

instructions	80%
playability	70%
graphics	80%



Cricket/Darts 48K Spectrum £4.95

Cambridge Microcomputer Centre, 133-4 East Road, Cambridge

Neither of these games will tax the brains of anyone over the age of ten.

Cricket starts off with a brief description and explanation, and then invites you to name the two sides.

Pressing ENTER constitutes the 'toss' and one team is selected by the computer to bat first.

You can determine the speed of the ball delivery by entering 1, m or a, although any key will give a result. After the ball has been struck, keys 1 or 0 will move the fielder nearest the ball.

Why, I'm not sure - the odd occasions when I managed to

traverse the fielder into the path of the ball it went straight through him!

Appeals are made to a musical accompaniment with the use of LBW or 'OI' coming from an invisible umpire.

One irksome feature is the number of times you have to press ENTER in order for the game to resume. What few sound effects there are detract from

The other side of the cassette sports a darts game. The idea is that you are playing a game of 301 against the computer and you must finish on a double.

instructions	88%
playability	75%
graphics	50%
value for money	50%



Reversi Dragon £4.95

By DragonTree, from Coppic Software, 7 March Street, Kirton-in-Lindsey, Gainsborough, Lincs DN21 4PH

Another implementation of that board game favourite, Reversi or Othello by any other name.

No instructions were supplied with the review copy. On loading - still no instructions - I was given the choice of being green or orange and of two levels of difficulty. I chose easy and to play against the computer.

Not being familiar with the game myself I had to contact a friend who is for the rules. I learn that the object of the game is to 'reverse' your opponent's colours by placing your pieces in appropriate squares.

This is a faithful representation of the game. It's well error trapped, and you are quickly informed of an invalid move if you attempt to move onto a wrong square.

One thing that is not so fast is the computer's response in deciding its move. When the board starts filling up, even at the easy level it seems to think for periods long enough to get bored in.

Still, it makes a change from gobbling ghosts or zapping aliens, and at £4.95 you could do worse. D.W.J.

instructions	90%
playability	55%
graphics	60%
value for money	65%





SKI RUN
 All the excitement and skill of the ski slopes with downhill, slalom and giant slalom. Put yourself to the test and record the fastest time! Nine levels of difficulty. High quality graphics and brilliant sound effects!

Boom Software

It will blow your mind



LOGGER MANIA
 Can you dodge the traffic, jump your logs, slip the bears, and get home before sunset? A game with a difference. Written in all machine code with high quality graphics.



SPACE RAIDER
 Engage in a furious intergalactic intelligence battle. As you try to blast and outwit the fast developing alien star ships. Incredible sound effects, smooth high resolution graphics in this top quality arcade action game.



ANNIHILATOR II
 Defend your planet against a mighty alien invasion. All machine code makes for fast and brilliant arcade action!

Post this coupon now to Boom Software
 2-4 Chichester Rents, Chancery Lane,
 London WC2A 1EG


Please send me the following:	Annihilator II	£5.50
Ski Run	Space Raider	£5.50
Logger Mania	Trek (VIC 20)	£4.75
Annihilator II (VIC 20)		

Total cheque/PO enclosed £

Name

Address

payable to 'Boom Software'

commodore 
 and VIC 20

MR. CHIP SOFTWARE

SPECTRUM GAMES

SPECTRUM DARTS (48K)

Five games of darts for 1-5 players, 501, Cricket, Killer, Round the board, Nought's & Crosses. Four levels of play per game, take on the computer or friends at these games of skill and judgement. £5.50

WHEELER DEALER

As for the Commodore 64, but now available for the 48k Spectrum, Texas TI 99/4A and Dragon. £5.50

VIC-20 GAMES & UTILITIES

JACKPOT

This is the ultimate Fruit Machine for the VIC with nudge, hold and respin 100% machine code. Overall jackpot is a beautifully written simulation giving superb graphics, animation and use of colour. In fact, this program makes Commodore's Fruit Machine cartridge look unbelievably cheap & nasty. Home Computing Weekly No. 20 19/7/83. £5.50

KWAZY KWAKS

Accuracy and speed are required for this Shooting Gallery, superb use of colour & graphics in this new and challenging game from the author of Jackpot. 100% machine code, joystick or keyboard control. £5.50

PACMANIA

Choose your own game from the following options — difficulty 1-2, speed 1-3, size of maze 1-3, visible or invisible maze, static or moving power pits, define your own key controls, any combination, if this is your type of game then this is the one for you, for the 3k expanded VIC only, (available Now). £5.50

SNAKE BYTE

Guide your ever hungry snake round the screen, eating the flies and worms to stay alive you must avoid the deadly mushrooms, quick reactions are required for this hitting game, keyboard control for the unexpanded VIC (available NOW). £5.50

BUGSY (Joystick Only)

This is a Minefield with a difference as you step on the stones whilst collecting purple boxes which give you both time and points, they disappear from beneath your feet. DO NOT DESPAIR! "BUGSY" will randomly replace the stones but avoid bumping into him or his sudden death! An original, impressive and challenging game. £5.50

MINI-ROULETTE — PONTOON — HI-LOW

Three great games of chance for the VIC, try to beat the computer, hours of fun, full colour, sound effects and tunes. £5.50

COMMODORE 64 GAMES & UTILITIES

WESTMINSTER

A game for up to four players, can you lead the party of your choice and win the general election, you pour the 60 constituencies (seats) buying votes when you can (just like the real thing) this must be one of the first board type games specifically written for the computer. Why play on your own, have fun with your family and friends playing WESTMINSTER. £5.50 (available from the 15th Sept)

WHEELER DEALER

A game for two or twenty players, become a tycoon of the motor trade, you must obtain gearboxes, tyres and engines to produce cars for sale. Form syndicates, buy and exchange parts, buy dealerships, but be careful, you may become bankrupt and have to liquidate. Find out what you made of, have you got what it takes to become a WHEELER DEALER. £5.50 (available from 1st Oct)

Also for the PET, Spectrum, Texas TI 99/4A and Dragon. £5.50

LUNAR RESCUE — Our own version of that popular arcade game. £5.50

MICROSOFT 64 — Assembler and Disassembler with decimal to hex converter, everything our program for the VIC will do and more. £7.50

BANK MANAGER — As our Super Bank Manager, but for the 64. £7.50 Now available on disc with added facilities. £10.00

Full documentations with all utility programs.

Other software available for the VIC and Commodore 64, send for free brochure, including RABBIT SOFTWARE at £5.50 each.

Send Cheques/PO's to **MR CHIP SOFTWARE**

Dept HCW, 1 NEVILLE PLACE, LLANDUDNO, GWYNEDD LL30 3BL. Tel: 0492 49747

WANTED: HIGH QUALITY SOFTWARE, OF ALL TYPES, FOR EXPORT & U.K. DISTRIBUTION

All programs now available on disc please allow £2.50 ea extra. **DEALER ENQUIRIES WELCOME**

WE HAVE SOUND ... COLOUR ... ACTION ... WE HAVE R&R SOFTWARE



Whether you have an Oric, Spectrum or ZX81 you can play golf in the comfort of your home. **ZX81 16K** Not illustrated. All the excitement of the professional in a few players. You select either 9 or 18 hole course. Try and overcome obstacles such as trees, bunkers, water, even the rough can be tricky. Fun on screen, high quality. £3.75

Spectrum Golf 16K Similar to ZX81 Golf but utilizing the Spectrum graphics and sound. £3.75
Oric Golf 48K A further development of Spectrum Golf utilizing 48K of memory and the Oric graphics. Fun for 6 players. £7.95
 If golf isn't your game try the other games in our range.

FOR SPECTRUM

Star Trek 48K See if you can rid the galaxy of the evil Klingons, save the Federation from the treacherous Romulans, race to protect you, starbases from attack. Are you starship commander? £4.95
Spectipepe 16K See how long you can keep the Spectipepe alive as they descend upon you. You'll have the help of poison mushrooms and your gun.

At the end of the Summer series, we have the special 100th birthday celebration for the Oric. **Oric Quizmaster 48K** £5.50. **Gnasher 16K** £4.95. **Oric Golf 48K** £7.95. **Oric Golf 16K** £3.75. **Spectrum Golf 48K** £7.95. **Spectrum Golf 16K** £3.75. **Spectrum Star Trek 48K** £4.95. **Spectrum Spectipepe 16K** £5.50. **Spectrum Gnasher 16K** £4.95.



Dept. 34 Bourton Road, Tuffley, Gloucester, GL4 0LE Tel (0452) 502819

NEW FOR THE ORIC
Oric Quizmaster 48K A multi-disc quiz game with sound and graphics. The questions are also given in its history of two questions. A well-written fun for all the family and ideal for parties and events.
Oric Golf 48K A multi-disc golf game with sound and graphics. A well-written fun for all the family and ideal for parties and events.
Oric Golf 16K A multi-disc golf game with sound and graphics. A well-written fun for all the family and ideal for parties and events.
Oric Star Trek 48K A multi-disc Star Trek game with sound and graphics. A well-written fun for all the family and ideal for parties and events.
Oric Spectipepe 16K A multi-disc Spectipepe game with sound and graphics. A well-written fun for all the family and ideal for parties and events.
Oric Gnasher 16K A multi-disc Gnasher game with sound and graphics. A well-written fun for all the family and ideal for parties and events.

SPECTRUM GOLF available from WHSMITH

ZX81 PROGRAM

My program displays a board and the moves for two people to play noughts and crosses. I have used the graphics of the ZX81 to produce large effective displays which makes the program interesting.

Special features of this program are:

- The use of the whole screen to draw the board
- The coordinate decoding routine lines 253 and 254
- The use of array A(3,3) to check valid moves
- The use of flag G to determine which player goes. It is Line 270 which effectively changes G to 1 or 0 opposite to its present value
- Line 260 which calculates the position by two simple formulae and prints X or O using Boolean logic. This saves two IF...THEN lines

When you have entered this program type GOTO 2010 to SAVE it. It will then auto run on subsequent loadings.

Hints on conversion

This program can be converted easily for the Spectrum. In fact, the only line which needs changing is line 253 where the CODE of C\$(I) needs - 63 subtracted if the machine is in CAPS LOCK mode or minus the code number of the lower case Spectrum character "a" minus one.

Of course, using colour and sound will improve it even more.

Conversion to computers other than Sinclair may need altering on the Boolean logic and the flags, probably using -1 instead of 1. Apart from that the graphics and characters are fairly standard.

How to get CROSS with YOUR ZX81

There are some neat programming techniques in this version of the old favourite, Noughts and Crosses, written for the ZX81, plus RAMPack, by Simon Matthews

PRESS ANY KEY FOR A GAME OF-

NOUGHTS AND **CROSSES**

BY S.P.MATTHEWS.

How the screen looks before the start of a game

How it works

2-4 set major variables
5-29 title
30-63 instructions
64-230 draw board
240-250 prompt and input move.
If read GOTO 693
251-252 check valid move
253-254 convert input to a co-ordinate number.
255 check valid position
260 PRINT AT position X or O
270 change flag
280 make array A(3,3) to show position used
310 go back for next input
693-703 print score input
705-750 on input increase scores
800-900 display scores, wait for keypress, restart
1000-1060 get start character subroutine, return
2010-2020 auto run save routine

Variables

X number of wins by X
O number of wins by O
D number of draws
A(3,3) computer board to check valid moves
G flag, 1 = X turn, 0 = O turn
CS position input
A horizontal position of X or O
B vertical position of X or O
S score input
CS start X or O input

Inverse characters are: line 1 STAGE ONE, INSTRUCTIONS AND FRILLS, 5-7 PRESS STOP ON YOUR TAPE RECORDER AND PRESS ANY KEY TO CONTINUE, 68 STAGE TWO MAIN SCREEN DISPLAY, 245 STAGE THREE, MAIN PROGRAM (GUTS), 685 STAGE FOUR SCORE BOARD AND BITS 'N PIECES, 695 and 900 16 pairs of greater than and less than symbols each

```

1 REM STAGE ONE
2 INSTRUCTIONS AND FRILLS.
3 LET X=0
4 LET O=0
5 LET D=0
6 PRINT "PRESS STOP ON YOUR"
7 PRINT "TAPE RECORDER AND PR
8 ESS"
9 PRINT "PRESS ANY KEY TO CONTINUE."
10 IF INKEY$="" THEN GOTO 8
11 CLS
12 PRINT "PRESS ANY KEY FOR A
13 GAME OF-"
14 PRINT "NOUGHTS AND CROSSES"
15 PRINT "BY S.P.MATTHEWS."
16 PRINT "STAGE TWO MAIN SCREEN
17 DISPLAY, 245 STAGE THREE,
18 MAIN PROGRAM (GUTS), 685
19 STAGE FOUR SCORE BOARD AND
20 BITS 'N PIECES, 695 and 900

```

Noughts and Crosses in action

0 ENTER CO-ORDINATES.

	A	B	C
1	X		
2		X	O
3	X	O	O

```

21 PRINT "NOUGHTS AND CROSSES"
22 PRINT "BY S.P.MATTHEWS."
23 PRINT "STAGE TWO MAIN SCREEN
24 DISPLAY, 245 STAGE THREE,
25 MAIN PROGRAM (GUTS), 685
26 STAGE FOUR SCORE BOARD AND

```

ZX81 PROGRAM

```

27 PRINT AT 20,0;"BY S.P.MATTH
EUS."
28 PRINT

29 IF INKEY$="" THEN GOTO 29
30 CLS
31 PRINT " ENTER CO-ORDINATES,
LETTER FIRST THEN THE NUMBER SEPE
RATED WITH A COMMA,E.G."A,1"
OR "0,3"
31 PRINT "IF SOMEONE WINS OR I
T IS A DRAW TYPE IN "STOP" AND
S THE GAME WILL END AND SCORE
S DISPLAYED."
52 PRINT
53 PRINT
54 PRINT "OK?"
55 PRINT
56 PRINT
57 PRINT
58 PRINT
59 PRINT
62 PRINT AT 20,0;"PRESS ANY KE
Y TO START"
63 IF INKEY$="" THEN GOTO 64
64 CLS
65 GOSUB 1000
67 DIM A(3,3)
68 REM STAGE TWO
69 PRINT
70 PRINT "      A      B
C"
80 PRINT "      |      |
90 PRINT "      1      |      |
100 PRINT "      |      |
110 PRINT "      |      |
120 PRINT "      |      |
130 PRINT "      |      |
131 PRINT "      |      |
132 PRINT "      |      |
140 PRINT "      2      |      |
150 PRINT "      |      |
160 PRINT "      |      |
170 PRINT "      |      |
192 PRINT "      |      |
200 PRINT "      |      |
210 PRINT "      3      |      |
220 PRINT "      |      |
230 PRINT "      |      |
240 PRINT AT 0,0, ("X" AND G) + ("
O" AND NOT G) + " ENTER CO-ORDINAT
ES."
245 REM STAGE THREE
250 INPUT C$
251 IF C$="STOP" THEN GOTO 693
252 IF (C$(1) < "A" OR C$(1) > "C")
AND (C$(3) < "1" OR C$(3) > "3") TH
EN GOTO 240
253 LET A=CODE C$(1)-37
254 LET B=VAL C$(3)
255 IF A(B,A) < > 0 THEN GOTO 240
260 PRINT AT B+6-2,A+6+2; ("X" A
ND G) + ("O" AND NOT G)
270 LET G=1-G
280 LET A(B,A)=1
310 GOTO 240
335 REM STAGE FOUR
340 PRINT AT 0,0;"ENTER A,B
AND C"
693 CLS
694 FOR F=0 TO 21
695 PRINT AT F,0;"
696 NEXT F
698 PRINT AT 1,10;"QUESTIONNAIRE
"
699 PRINT AT 5,5;"WHO WON?"
700 PRINT AT 7,5;"A) NOUGHTS"
701 PRINT AT 9,5;"B) CROSSES"
702 PRINT AT 11,5;"C) A DRAW"
703 PRINT AT 20,1;"ENTER A,B
C."
705 INPUT S$
710 IF S$="A" THEN LET D=D+1
720 IF S$="B" THEN LET X=X+1
750 IF S$="C" THEN LET D=D+1
800 FOR F=0 TO 21
900 PRINT AT F,0;"
910 NEXT F

```

```

920 PRINT AT 1,11;"SCOREBOARD"
930 PRINT AT 5,1;"GAMES WON BY
NOUGHTS=";D
940 PRINT AT 7,1;"GAMES WON BY
CROSSES=";X
950 PRINT AT 9,1;"GAMES DRAWN="
;D
960 PRINT AT 20,1;"PRESS ANY KE
Y TO RESTART GAME"
970 IF INKEY$="" THEN GOTO 970
980 GOTO 64
1000 PRINT AT 4,0;"WHO WILL STAR
T - X OR O ?"
1010 LET G=INKEY$
1020 IF G$<>"X" AND G$<>"O" THEN
GOTO 1010
1030 LET G=0
1040 IF G$="X" THEN LET G=1
1050 CLS
1060 RETURN
2000 STOP
2010 SAVE "NOUGHTS"
2020 RUN

```



CHRISTINE COMPUTING

TI-99/4A colour computer	£104.95
Compatible cassette recorder	£24.98
Single cassette interface lead	£4.35
Dual cassette interface lead	£5.45
Recorder + single lead	£28.75
Recorder + dual lead	£29.75
Computer + recorder + single lead	£133.50
Software Cartridge — Extended Basic	£51.50
Minimemory	£51.50
Chess	£29.50
Parsec	£24.50
Invades	£17.00

Software Tape — Core!, Blast It, Spudz, Code Break/3D Maze, U.F.O. all @ £3.50 each.

All prices inclusive, send 50p (refundable on 1st order) for full list, Cheques or PO's to:
 6 Florance Close, Watford, Herts WD2 6AS.
 Tel: 09273 72941

Lord Harry and Lady Harriet

Lotus-Soft, 43 Maes Road, Llangennech, Llanelli, Dyfed SA14 8UH

One game, two characters. If you wish to control Lord Harry load side one or load side two for Lady Harriet

The game is identical for both players. You are in a group of four gardens each connected by gates half way along the four sides of the screen

Each garden is set up with impassable trees, lethal pools of water and edible mushrooms

One of these mushrooms is poisonous and, after eating it, you only have 99 seconds to find the exit. Fortunately this mushroom also expands your mind and allows you to see it

A nice layout of keys which give you some choice, responsive control, fast action and a challenging game which is made harder by the presence of two in destructible dogs which chase you. The cassette insert is nicely printed and contains full instructions

What is special about this program is the character graphics. These attempt, fairly successfully, to represent humans. The effect is similar to the early line cartoon film characters, but nevertheless marks a step forward from alien creatures, robots, pacman and other indistinct beings.

	R.E.
instructions	94%
playability	91%
graphics	89%
value for money	88%



Action

comes in all shapes and sizes

If you thought that spectrum action games meant space games, you'll have to think again

Jungle Trouble £5.50

Durell Software, Castle Lodge, Castle Green, Taunton SOM TAI 4AB

Get axe, jump river on stepping-stones, cut down forest, swing over flaming pit, jump widening chasm and run for home

Sounds simple but...if you don't get the run-up just right, in you go! With luck, you can run back to the bank, hungry crocodile jaws snapping at your bottom

Chopping trees quickly blunts axes and it's back across the river for another

And the 'blooming monkeys' keep stealing your axe. You can kill them with a sharp axe if you're quick — I only managed it once

Falling trees can run your

health, swinging the pit needs judgement and hesitation thereafter makes clearing the chasm impossible

The display is divided into four, Monkeys and Spare Men sit at the bottom, next comes the river, connected to the forest by a ladder, and another ladder connects the forest to the pit and final jump

The graphics are fun. Three monkeys and three men parade with ceremony, and there are some nice touches of humour

Four Speeds of Play — No. 1 confusingly being the fastest — movement by cursor keys — a running score is displayed and there is a hall of fame

	D.E.
instructions	90%
playability	75%
graphics	80%
value for money	90%



Phoenix £5.50

Megadodo Software, 16 White Road, Sutton Coldfield, West Midlands B72 1ND

Apart from the gruesome spelling of the title, this is a very classy piece of machine-code programming, highly professional from start to finish

Equipped with a laser-cannon and shield, you battle against bomb-dropping birds of various colours, eggs which when hit reveal their score value eventually hatching out into even more birds, and finally the mother ship

Programmed for both AGF and Kempston joysticks in addition to the keyboard, this program has everything. You are welcomed by an excellent title page, the attract demo mode

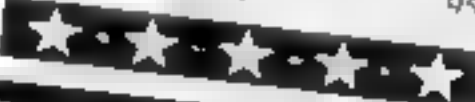
shows what you can expect if you are good enough

Having selected one of five skill levels, from easy to suicidal, your Spectrum plays classical music and reveals a star field. It can be dispensed with if it irritates you after a while

Then the game starts. Even the skill levels are carefully arranged so that a beginner can achieve some satisfaction straight away and this is important. Many much vaunted Spectrum games are so hard that young users are put off straight away

Superb presentation, graphics and sound. Highly recommended

	D.M.
instructions	96%
playability	100%
graphics	94%
value for money	95%



Barmy Burgers 48K £5.95

Blaby, Crossways House, Lutterworth Road, Blaby, Leicester

Barmy Burgers is an interesting and novel game. On each level there are parts of three hamburgers — the meat, cheese, lettuce, and the top of the bun

By walking over each part, you knock them down to the next level until eventually there are three completed burgers at the bottom of the screen

You are pursued by two frankfurters and a peculiar white object — but they often seem to be in a state of paralysis. You are armed only with a pepper pot — fire and your opponent die, but you only have enough pepper to last five attacks

Once you have completed

three hamburgers you move onto a new stage with shorter ladders, faster action, and a new pepper pot

The graphics are average — with the exception of the pin-man you control who has legs only a contortionist would be proud of — but they are far from smooth. The sound is good though, and enhances the game considerably

No instructions were provided with the review copy, but the cursor keys and 0 to fire are used. The game restarts automatically — an annoying feature

	S.E.
instructions	0%
playability	70%
graphics	45%
value for money	50%



STATISTICAL LIBRARY

All tapes carry a DATAFILE program that enables the user to INPUT-EDIT-SAVE-READ data on tape.

TAPE I	: Descriptive Statistics	6.99	TAPE VI	: Principal Components	19.95
TAPE II	: Statistical Tests	14.95	TAPE VII	: Factor Analysis	19.95
TAPE III	: Probability Distribution	14.95	TAPE VIII	: Time Series and Forecasting	19.95
TAPE IV	: Multivariate Datafile	14.95			
	(cross-tabulations and correlation coefficients)				
TAPE V	: Step-Wise Multiple Regression and Analysis of Variance in Regression	19.95			
				Statistical Library	100.00
				BBC-Model B (disk)	125.00
				BBC-B and Spectrum-48k (8 tapes)	100.00
				ZX-81 (7 tapes without Datafile) ..	70.00

Saga Software House

*Scientific and Business Packages for
BBC-Model B, Spectrum-48K, ZX-81(16K)*

**133A High Street, Acton
LONDON W3 6LY**

LOOKING FOR SPARE TIME EARNINGS?

Then why not sell software to your friends and workmates.

There are probably hundreds of micro users in your area looking for software who are wary of mail order and cannot find a local dealer. You can become that local dealer.

We are looking for agents in all areas to sell software for the Spectrum, ZX81, VIC-20, CBM 64, BBC, Dragon, Atari, Oric 1 and Lynx. All the latest titles in stock. Write now for full details or telephone if you prefer.

Joysticks, joystick interfaces and Spectrum sound boosters along with CBM 64, Spectrum and Lynx 48K Computers also available.

If you are interested in becoming a Bytewell agent in time for the predicted boom in sales this Xmas then write or telephone now.

**BYTEWELL, 203, COURT ROAD,
BARRY, S. GLAMORGAN, CF6 7EW
Telephone (0446) 742491**

**It's easy
to complain
about
advertisements.**

The  Standards Authority. 
If an advertisement is wrong, we're here to put it right.
ASA Ltd, Brook House Torrington Place, London WC1E 7HN

First-aid for TI owners

As a TI owner, Mr Bates (HCW 29) has my deepest sympathies. I experienced the same problems in my area when I first bought my TI.

Luckily, I discovered Galaxy Video in Maidstone, who are the main stockists of nearly all the books published on the TI.

They also stock a wide selection of software both from Texas and independent sources. They have an owner's club, which produces a quarterly journal, and you can join for a modest fee.

They also produce a small mail order catalogue, and you can buy the 99er magazine through them.

Secondly I joined the International Users Group, which is based in Bethany, Oklahoma. They produce an extensive list of programs written by TI owners all over the world.

The only problem is, you could find yourself having to pay import duty and VAT if you buy them in any quantity. Alternatively, you can buy listings for self entry.

Mr Bates might also consider contacting Stainless Software, who are in his area. They produce a reasonable amount of TI software on tape.

To the industry as a whole, I would say it's high time you took the TI-99/4A seriously. It is far superior to the Spectrum and Dragon, and I'm sure that when the new TI-99/4A hits the shops, it will leave the British machines standing!

J.G. Manley, Rochester, Kent

We'll represent the Spectrum owner

We have noticed recently, in several of the computer magazines, letters claiming that there is a shortage of user groups for Sinclair users. Apparently these users are not aware of our own group which has members around the world.

ISUG was formed as a result of the demise of the former, well respected National ZX User Group.

We would like to dispel this nasty rumour that Sinclair users are without representation. All that is needed is a letter to us at the above address — a stamp for the reply would be appreciated, (not an S.A.E) — this will bring full details plus an application form.

Send your letter to Letters, Home Computing Weekly, 145 Charing Cross Road, London WC2H 0EE. Don't forget to name your computer — the best letter could win £5-worth of software. Queries cannot be answered on this page



We welcome applications from both seasoned veterans and newcomers alike, so let's hear no more nasty talk about non-representation.

One major attraction for our members is a guaranteed 20% saving on a list of some 200 or so commercial programs.

P. Paton and V. Webber, ISUG, 176 Todmorden Road, Burnley, Lancs BB11 3EL

Minesweep by joystick

Here's an easy way to convert the controls for the VIC-20 Mine Sweeper game in HCW 25 to joystick control.

Remove lines 25 and 30, and replace them with the following

```
21 POKE 37151, 0: PA = 37151: PB = 37152: RB = 37154
```

```
22 A = PEEK(PA): POKE RB, 127: B = PEEK(PB): POKE RB, 255
```

```
24 IF (A AND 4) = 0 THEN D = D-1
```

```
25 IF (A AND 8) = 0 THEN D = D+1
```

Grant Bennett, Brighton, East Sussex

I'm a satisfied Oric customer

As a regular reader of your magazine since its inception, I have noticed a lot of letters throwing brickbats at micro manufacturers. And as an Oric owner, the letter from Keith Olett (HCW 25) caught my attention particularly.

May I suggest Mr Olett's approach to Oric may be at fault?

I received my first Oric in March. The machine suffered from the well-known early Oric problems (wobbly picture with sound, poor colours etc).

I received a replacement machine after only one letter to Oric — and not only a machine, but free software and a copy of Oric Owner, to

compensate for the inconvenience.

Unfortunately, after a time the replacement too developed a fault. On ringing Oric at Ascot, explaining the problem, I was promised a replacement. The new machine arrived three working days later, again with a little "extra" by way of compensation.

I have always been treated courteously and promptly by the staff at Oric, and would like through your columns to thank Oric and particularly Miss Nicola Hughes for an excellent service.

M. L. Emery, Rugby, Warwick

Chip on the shoulder?

I decided to write to you after reading about the new ULA chip Sinclair has put into the Series 3 Spectrums (HCW 29).

I own a series 2 Spectrum and a Grundig TV, and you can guess what my problem is — yes, you've got it, they're incompatible.

This is something that was rarely pointed out of potential purchasers. The only way I can get a colour screen display for my Spectrum is to go out and buy a new TV.

I think it would be fairer of Sinclair to offer Series 2 owners with this problem a new colour chip — I myself would even be prepared to pay a token amount.

Surely this problem could have been put right following the launch of Series 2. After all, were this the car industry, there would be a recall with no charge to the customer. Mind you, by Sinclair's delivery standards, that would take forever.

I'm unemployed, and cannot afford to go out and buy extra TVs at a cost of at least £110 each. To me, it seems like another case of take the money and run, and I would certainly like to nominate Sinclair for a computer cow pat!

Jim Wood, Kings Heath, Birmingham

Beat that!

O.K. you guys! So you think you're good! I challenge you to beat my friend David Willmer's score of 169,990 on Interceptor Micro's FROGGER.

Beat that if you can — it took him forty minutes using my Commodore 64. Is David the World Champion?

Julian Courtland-Smith, Hastings, East Sussex

NEW HOME COMPUTER CABINET

SPECIAL SHOW OFFER £79.95

incl. VAT & Delivery



Especially designed for your home computer system, whilst also accommodating your video recorder

Our cabinet has been custom designed after intensive consultation with P.C. users to provide maximum comfort and convenience during those long hours spent slaving over a hot micro

The cabinet includes many features not previously available, and as well as combining the very best aspects of modern furniture design, it provides an ergonomic and practical layout for all the major components of your system

In fact, we are proud to claim that your cabinet will look perfectly at home in your lounge, dining room, or even bedroom

32½" height, 36" width, 16¾" depth

JUST CHECK THESE STANDARD FEATURES

- 1 Smooth sliding shelf locks in position just where you require it — and neatly glides away after use
- 2 The computer shelf has been designed to allow adequate 'knee room' for you to sit comfortably, and will avoid programmers back-ache
- 3 Adequate room to position tape recorder, printer, disc-drives, etc alongside computer for ease of use
- 4 All cables neatly and safely out of sight, while allowing all units to be permanently connected if desired
- 5 Lots of storage space for cassettes, cartridges, books, listing paper, joysticks, etc
- 6 With shelves and doors closed, instantly becomes an elegant piece of furniture
- 7 The lower shelf accommodates all makes of video recorders currently available
- 8 Smart teak effect finish
- 9 Supplied as a flat pack. Very simple to assemble, using just a screwdriver. Full instructions supplied



TERMS OF OFFER UK Mainland Customers only. Please allow up to 28 days for delivery. Cash with order or charge to one of the credit card accounts specified. Money back guarantee if not satisfied provided the goods are returned undamaged within 72 hrs of the customer taking receipt.

ORDER FORM

Please send me one of your new Home Computer Cabinets as advertised. I enclose my cheque for £79.95 or please debit my

Access/Barclaycard No Name (Block letters) Signed

Address

MARCOL CABINETS, 8 Bugle Street, Southampton SO1 0AJ Tel: (0703) 38455

(24hr answering)

Top Ten programs for the Spectrum

- | | | |
|----|------------------------|----------------------|
| 1 | Scrabble | Psion (2) |
| 2 | The Hobbit | Melbourne House (3) |
| 3 | Jet Pac | Ultimate (1) |
| 4 | Flight Simulation | Psion (4) |
| 5 | Horace and the Spiders | Psion/M. House (6) |
| 6 | Tranz-Am | Ultimate (5) |
| 7 | Ah Diddums | Imagine (8) |
| 8 | Super Spy | Richard Shepherd (-) |
| 9 | Horace Goes Sking | Psion/M. House (10) |
| 10 | 3D Desert Patrol | Computer Rentals (-) |

Compiled by W. H. Smith. Figures in brackets are last week's positions

Top Ten programs for the ZX81

- | | | |
|----|-------------------|----------------|
| 1 | Flight Simulation | Sinclair (3) |
| 2 | Football Manager | Addictive (4) |
| 3 | Space Raiders | Sinclair (2) |
| 4 | Ship of Doom | Sinclair (10) |
| 5 | Scramble | Quicksilva (6) |
| 6 | Asteroids | Sinclair (7) |
| 7 | Chess | Sinclair (1) |
| 8 | Espionage Island | Quicksilva (8) |
| 9 | Defender | Quicksilva (9) |
| 10 | Invaders | Quicksilva (-) |

Compiled by Boots. Figures in brackets are last week's positions

Top Ten programs for the Dragon

- | | | |
|----|--------------------|-----------------|
| 1 | Frogger | Microdeal (2) |
| 2 | The King | Microdeal (1) |
| 3 | Shuttle | Microdeal (-) |
| 4 | Android Attack | Microdeal (3) |
| 5 | Space War | Microdeal (4) |
| 6 | Ring of Darkness | Wintersoft (6) |
| 7 | Nightflight | Salamander (5) |
| 8 | Gridrunner | Salamander (-) |
| 9 | Morocco Grand Prix | Microdeal (9) |
| 10 | Dragon Trek | Wintersoft (10) |

Compiled by Boots. Figures in brackets are last week's positions

Top Ten programs for the VIC-20

- | | | |
|----|----------------|----------------|
| 1 | Arcadia | Imagine (1) |
| 2 | Gridrunner | Llamosoft (7) |
| 3 | Wacky Waiters | Imagine (2) |
| 4 | Skyhawk | Quicksilva (3) |
| 5 | Panic | Bug Byte (10) |
| 6 | Matrix | Llamosoft (-) |
| 7 | Catcha Snatcha | Imagine (5) |
| 8 | Cosmic Crunch | Commodore (6) |
| 9 | Frantic | Imagine (9) |
| 10 | Asteroids | Bug Byte (-) |

Compiled by Boots. Figures in brackets are last week's positions

Zap 'em up while you learn typing

One of the best programs available that can be used to teach you how to type is called *Typing Tutor*, by Microsoft. When I got my Apple, I used it to teach myself typing — I could never be bothered with a conventional typewriter — and within a month or so reached 40 words per minute with high accuracy.

The nice thing about *Typing Tutor* is that it is customized for the particular machine on which the program runs. Unfortunately, this program is not available for most of the low cost micros currently on the market.

Now there is such a program. It is called *Master Type*, and is marketed by Lightning Software, of Palo Alto, California. Contrasted with *Typing Tutor*, which is basically a series of drills, *Master Type* is as much a video game as it is a learning exercise. It comes in the guise of a space trek/asteroids game. The program is very simple to use.

You must hit the correct keys to move your space craft, avoid its being hit, and to shoot at the asteroids. During the game, words and messages flash on the screen to help you learn the keyboard and improve your typing skills.

Although I suppose it could be used in the office as a tension reliever and skill improvement aid, its designers clearly meant kids to be the primary marketing target. The author is an ex-teacher who remembered how hard it was to get kids to pay attention in order to learn. In this tutorial, such attention getting is built-in.

Even though the first version was written for the Apple, the program is now available for the Atari 800 series, the IBM PC, and will soon be available in a version for the VIC-20 to be distributed through Broderbund Software, of San Rafael, California.

The program starts out in a conventional manner, teaching the "home" row keys, first for the left hand then the right. Once the student is highly successful, the game becomes more complex. Included in the program is a 50,000-word dictionary which allows the program to demonstrate and reinforce spelling concepts (e.g. the *i* before *e* rule). Overall though, the tutorial/game has one fundamental principle: hit the correct keys or lose the game.

When the typist becomes a master of the keyboard, the program begins to teach elements of programming in BASIC. The author of the program felt that since BASIC requires much more effort and concentration than "just" learning how to type, this was best left till last. Thus the program follows a very sound principle of education: proceeding from the simple to the complex.

Does it work? Apparently it does. Parents of children as young as five have written the company unsolicited testimonials reporting that their children have used the program successfully, even though the firm feels that a more typical starting age is likely to be seven or eight. The screen displays and documentation are designed so that parents need only spend a few minutes with their children to get them going.

The price has not been announced for the VIC-20 version. However, you should be able to find out through any firm that sells the Broderbund line. I am sure it will be well worth it.



Joint ventures in home computing software are becoming another significant factor in the marketplace.

For example, Texas Instruments and Imagic have agreed on a long term cooperative plan to develop educational and entertainment software for the TI-99/4A. This should result in at least seven new products the first year, including the popular *Demon Attack*, *Microsurgeon*, *Fathom*, and *Flap!* All these games will use voice synthesis, developed by TI.

That's it for this week. See you next time.

Bud Izen

Fairfield, California

Interface 2: what price instant loading?

David Nowotnik tried out the latest addition to the Sinclair stable

With the launch of the latest Sinclair product, home video entertainment has turned a full circle. It started with the video games machine which threatened to turn many homes into games arcades.

Next came the home computer. Although mainly used for playing games, they could be justified as being educational, and having some 'serious' uses such as home finance control and keeping records.

But now you can buy the ZX Interface 2 which will turn your Spectrum computer into — a video games machine!

This interface provides your Spectrum with two extra facilities; a port for plug-in ROM cartridges, and sockets for two joysticks.

Joysticks are not included in

on cassette and you'll realise that instant loading will be expensive.

Sinclair promises to expand the range quite quickly, with application programs (e.g. word processing) also joining the range.

One exciting prospect for micro enthusiasts is the introduction of alternative programming languages on plug-in cartridges. I understand that PASCAL and Forth may be available soon.

The ROM cartridges, in common with most Sinclair products, are quite small. They measure 2 in by 1 in by ¼ in by ¼ in and are black in colour. There is a red flexible band which protects the cartridge edge connector, and looks like the skirt of a hovercraft!

Plugging in the cartridge can be quite tricky. Even after some practice I found it still took several tries to get the cartridge edge connector in the right place over the socket.

However, once in place, the program worked perfectly every time.

The instructions are clear and concise, ensuring that the interface is easy to install and use. Advice is given to programmers who wish to incorporate routines for joysticks into their own programs.

While many games players will want this interface for its joystick facility, I expect the price of the ROMs, up to three times the cost of the same program on cassette, will deter many Spectrum owners. The prospective purchaser should also consider the likely reliability of the interface — never a strong point of brand new Sinclair products.

In the interests of good reviewing, I lifted and gently shook the computer and interface while a program was in operation. There was no crash, and the program and joysticks continued to work.

However, I remember conducting a similar test on my ZX81 and RAMpack (which are connected in a similar way). When new, it also passed that test, but after a few months of use I had no end of troubles with 'white-outs' (a system crash resulting from an intermittent break in the connection between the computer and peripheral).

Will the ZX Interface 2 suffer from the same fate? Of course, time will tell, but the Spectrum edge connector is not much improved over that of the ZX81, so it might wear in the same way.

Sinclair Research is launching 10 plug-in games ROMs with the ZX Interface 2. These will cost £14.95 each; compare that with the £5-£8 price of the same games



Close up of the Interface 2 — that edge connector might cause trouble in the long run

the £19.95 price tag of the interface, so you will need to get two joysticks with the standard 9 pin D-plug (e.g. Atari) to complete the system.

The Interface 2 makes a most unattractive addition to your Spectrum. When the odd-shaped box is plugged into the user port of the Spectrum, or the expansion port of the ZX Interface 1, it protrudes from one side of the back of the computer spoiling the otherwise sleek lines of the Spectrum.

On top of the interface are the two D-sockets for your joysticks, and a hinged flap which hides the ROM cartridge port.

At the back of the interface is an edge connector to which only the ZX printer may be connected. All other peripheral devices must be connected between the Spectrum and the ZX Interface 2.

While joysticks should need no introduction to most games players, plug-in ROMs may be unfamiliar to many Spectrum owners. The idea is to allow pro-

grams to be 'instantly' loaded into your computer.

All you have to do is plug the ROM cartridge containing the program into the socket at the top of the interface. This must be done with the power to the Spectrum disconnected otherwise the computer may be damaged. Once the Spectrum is powered-up, the program starts immediately.

There is one further advantage to 16K Spectrum owners. Using the interface, programs which were 48K only in the cassette version will run on the 16K Spectrum as the cartridge version.

One thing is apparent when the ZX Interface 2 is plugged into the back of the Spectrum; it suffers from the infamous 'Sinclair wobble' that afflicts the ZX81 plus RAMpack.

Unlike the ZX Interface 1, Interface 2 is not locked into position. The edge connector at the back of the Spectrum is the only thing keeping it in place, so the interface will wobble if knocked, or the Spectrum is moved.



The Interface 2 plugged into the Interface 1. Nice sockets, shame about the shape

Spectrum gets down to business

Can you really use the Spectrum for business applications? Our reviewers tried out three programs that claim you can

All-sort S1 48K £18

Alan Firminger, 171 Herne Hill, London SE24 9LR

There is no reason why the Spectrum should not usefully appear in offices, shops and workshops, particularly when the Microdrives and interfaces for good quality printers become generally available.

In such settings, most applications will entail handling data such as stock details, invoicing information, mailing lists and so on.

Usually in such cases the records will have to be sorted to meet the needs of the user. Sorting by conventional BASIC methods is very slow, and this is where Allsort comes to the aid of

A demonstration program with the package sorts 1,200 records of 32 characters each in nine seconds, which is pretty impressive. A further demonstration sorted 20 records each with 16 fields in literally the blink of an eye.

It is a pity such an impressive program should be marred by a poor manual. It would have benefitted from the inclusion of a working example for the purchaser to follow, and a better cross referencing system between manual and the options appearing on screen at various stages.

The style is also a little odd, with phrases such as "The Spectrum must be in a condition as switched on".

Allsort is obviously aimed at the fairly experienced programmer, and despite the manual represents an almost essential addition to the tool-kit if work is to

the programmer

It writes a machine code program to merge into your own host program to enable very quick sorting of data held in BASIC arrays.

The package consists of a user manual generator program and demonstration programs.

On loading, you are presented with a demonstration screen which you amend to suit your needs by pressing the relevant keys which are prompted.

You can then copy the screen definition to a printer. After this Allsort generates the sort program which is two lines of BASIC to be saved on tape for subsequent merger with your own data handling program.

There are two types of sort available. Single with one array, and multi to enable sorts on up to four arrays in parallel on up to

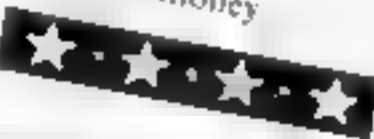
be done on business applications.

Alan Firminger, Allsorts' producer offers useful back up in the way of a query answering service and a discount offer on future Allsorts developments. A commercial licence to sell Allsorts generated code produced by users is currently priced at £10 per annum.

As a bonus, purchasers of Allsorts receive on the tape a program "LI PRX" which enables list processing of arrays in BASIC.

All in all a very highly recommended piece of software.

instructions 60%
ease of use 70%
display n/a
value for money 80%



Stock Accounting and control 48K Spectrum £10.95

Kemp, 43 Muswell Hill, London N10 3PN

A good program, providing re-order warnings, revaluation and period account printout, with error-trap. Allows maximum 250 'type of item headings with two entries (purchase or sale) per period. The average is 100 headings 10 transactions with a large number of stock items of transactions, you will have to split the records on to several cassettes.

The 15-page manual makes your brain hurt! The informa-

tion is all there, but the arrangement is not simple. A reference is included per transaction, which might have been useful to record supplier initials and invoice number, but permits only five characters.

I wish business programmers were not tempted by colour. Flashing red in bank programs does not improve a depressing situation and the green on black format here becomes tiring.

The date must be entered every transaction, even if it's the same as the previous entry, and the program is unforgiving of a "." typed instead of a "0".

instructions 50%
ease of use 70%
display 80%
value for money 75%

D.C.



Finance Manager 48K £8.95

Oxford Computer Publishing, P.O. Box 99, Oxford

This is a powerful flexible and comprehensive financial application program. Although specified for the 48K Spectrum, a 16K version (with less storage space) is provided on the reverse of the cassette.

Data files are stored separately from the driver program, which takes about two minutes to load. It is written in machine code, and is well crash-proofed.

The program is quite easy to use as it incorporates full screen input and editing (in the style of a word processor) and is entirely menu driven.

The manual is highly detailed with screen displays for each action and a test file to practice on.

Standing orders can be applied, removed, described, amended, deleted, and even dummied for planning purposes.

Other features include data change, running totals, printing accounts from and to a specified date, or by pages, listing balances and control over fields which can be used to maximise the use of single key control, and a well protected return-to-basic option which resets the machine to switch-on status when you are finished.

An extensive expenditure analysis feature is available and hard copy can be obtained. A PET 580 version of the program will be available to operate on 80 column Centronics printer.

All in all an excellent piece of software, but don't take my word for it. Do what you should

A summary of the instructions is given at the back of the manual, together with an adhesive strip of cursor controls to stick to the machine.

The program can operate up to 255 separate accounts plus standing orders, and can accommodate over 18,000 individual transactions. Automatic double entry maintains entries to both sides of the balance sheet as entries are made.

Maximum transaction size is £999,999.99 and the maximum for any individual account balance is £999,999.99 - you should be so lucky!

Accounts can be merged, deleted, analysed, marked as priority, renamed, edited and scrolled.

Transactions can be reconciled, amended, deleted, printed, described for analysis and renamed.

always do - visit a software retailer and see for yourself

instructions 95%
ease of use 90%
display 100%
value for money 100%

C.B.



HOME COMPUTING WEEKLY CLASSIFIED

Lineage:
35p per word



01-437 1002
EXT 282.

Send your requirements to:
Debra Stuppel
ASP LTD.
145 Charing Cross Road,
London WC2H 0EE

Semi display: £6.00 per single column centimetre
Ring for information on series bookings/discounts.

All advertisements in this section must be prepaid
Advertisements are accepted subject to the terms and
conditions printed on the advertisement rate card (available on request)

RECRUITMENT & COURSES

COMPUTER WORKSHOP
4 Lee High Road
Lewisham
London SE13 5LQ
MAKE THE MOST OF YOUR MICRO
14 Hour Courses
Junior £35.00 VAT
Adv. £45.00 VAT
Try Our Staff Advanced Business
Home Computing Seminar
Ring 01-8588

FOR HIRE

To Hire a Computer from ZX81
upwards, ring or write to, Business
and Computer Services, 292
Caledonian Rd, NI 1AB Tel
01-607 0157

Oric Software Library. Two weeks
hire £1. Annual Membership £5
Stamp for list. Les Wilson,
Penallick, Tintagel, Cornwall

SERVICES

ALL YOUR CASSETTE NEEDS

Blank cassettes C15 with case, 40p
each
Labels in Blue, White or Yellow, 20
for 36p. Inlay cards in Blue, Red or
Yellow 20 for 60p. Library cases, 9p
each
Postage on each complete order 55p
Stonehorn Ltd, (HC W), 59 Mayfield
Way, Barwell, Leicester LE9 8HT

DO YOU OFFER A
SERVICE PEOPLE IN
COMPUTING
REQUIRE? IF SO WHY
NOT TELL THEM
ABOUT IT?
RING 01-437 1002
EXT 282 TO APPEAR
IN THE SERVICES
SECTION.

FOR SALE

ZX81 16K Memotech keyboard, two
books, joystick, 18 tapes, including
graphics toolkit, black crystal, £95
o.n.o. Tel 01-301 0422

ZX81 software, famous makes,
Monster Maze, Vufle Assembler etc,
also Sound & Hi-Res Packs, £55 the
lot or will split. Write to Mr Chat
field, 32 The Cockpit, Marden, Kent
Tandy model 100, portable com-
puter, £400. Phone 0455 611479

TI-99/4A Software on cassette for
only £3.00, send SAE, 10 Potterill
Lane, Sutton, Hull HU7 4TF

TI-99/4A cartridges; personal
records, plus Invaders, joysticks,
software books, £155 o.n.o (cost
£300 +). Tel Downland 53157
(Croydon area)

SOFTWARE GAMES

MYSTERIOUS ADVENTURES

For the BBC Micro and 48K
Spectrum (Spectrum version
with high res graphics)
choose from the following titles

1. The Gold Baton
2. Time Machine
3. Arrow of Death (Part 1)
4. Arrow of Death (Part 2)
5. Escape from Pulsar 7
6. Circus
7. Feasibility Experiment
8. The Wizard Akyz
9. Perseus and Andromeda
10. Ten Little Indians

Each title has £9.95 incl. V.A.T. from
Digital Fantasia
24 Northreck Road, Northreck
Blackpool, Lancashire
Tel (0253) 591402
Trade Equities welcome

Blackjack and Brag. Full graphic
card games for 16/48K Spectrum
Send £2.95 to: Aperks, 5 Stavely
Walk, Royton, Oldham OL2 6YJ

LANTERN SOFTWARE TI99/4A

High quality arcade games and
utilities inc. Troll King and Duddle's
Hind. S.A.E. for details to 4
Haffenden Road, Tealdea
TN30 6QD.

Avalon Computing

A comprehensive range of software
titles Spectrum 16K 48K, Vic 20,
Dragon, Oric, Commodore 64, BBC,
Atari 400, 800

Egs.	4.99
AH Dddums (Spectrum)	7.45
Monster Mine (Dragon 12)	4.99
Frankie (Vic 20)	4.99
4D Terror Dactyl (Spectrum)	5.49
Attack of Mutant Camels (Com 64)	6.49
Space Pirates	4.99

(inc VAT) plus 100's more titles at com-
petitive prices. Send a large sae for cata-
logue p&p 40p per order or free for 2 tapes
Avalon Computing, 14 Cliff Rd,
Hornsea, N. Humberside HU18 1LL.
Tel: 04012 2791

TI-99/4A Rally Driver high speed cir-
cuits, only £2.40. E. Cade, 31,
Makings Garth, Thurston, Suffolk
IP31 3PP

SPECTRUM PROGRAMS

Gnasher £4.95, Arcadian
£4.95, Escape £4.95,
Backgammon £5.95
All 16K and many more
Crossed cheques/PO's to
VYAJYS HK or SAE. For
full list to VYAJYS HK, 11
Margaret Avenue, St. Austell,
Cornwall

WHO IS THIS CAPTAIN PHOENIX?

DISCOUNT SOFTWARE SPECTRUM, ZX81, DISCOUNTS UP TO 25%

Title	R.S.P.	Discount Price
The 16K Spectrum		
Menagerie	£4.95	£3.99
Knight Quest	£4.95	£3.65
Zodiac	£4.95	£3.65
16K Tapes		
DK Songs	£4.95	£3.65
Knight Knight	£4.95	£3.65

55p p&p one tape. Two or more post free
SAE for full discount lists to Discount
Software, 45 Brunswick, Bracknell Berks

TEXAS/COMMODORE

Starfighter joystick, £13.95
Texas adaptor, £9.95. 99 Vader
(Basic), Laser Tank (ext Basic),
Galaxions (64), Starquest
(VIC 20), £7.95 each

Extensive list available send SAE
for details and state model
To: Loade Enterprises, c/o
Ensemble, 35 Upper Bar,
Newport, Shropshire (HC W)
TN10 7FH
Tel: 0952 813667

Hi-Res Bandit, with Nudge, Hold
and separate gamble screen For
Dragon, £4. Payable to S.A.S. Soft-
ware, 20 Admiralty Road,
Mablethorpe, Lincs

TI-99/4A Haunted Mine. Can you
escape from earth quakes, floods and
ghosts? Full colour graphics and
sound, multi-level play, only £4
Rigby, 13 Wordsworth Close, Orm-
skirk, Lancs

TI-99/4A Kong A.T. Software, £4,
Cheque/POs to: A.T. Software, 11
Valley Road, Hattersley, Hyde,
Cheshire SK19 3PP Use joystick or
keys

Second hand Atari software at low
prices, also your games bought SAE
A, Horton, 5 Ullswater Road,
Dewsbury, W. Yorks WF12 7PS

ORIC SOFT

Oric-1
ARCADE ACTION
TOADY
Kamikaz amphibian diving to get home
'ANCONDA'
The largest snake yet to survive!
DEFENDER
Defend the Universe from alien attack
FAMILY GAMES
MASTERMIND
'CLICK' and many more SAE for full list
All tapes £4.95 each. PO/Cheques should be
made payable to:
Headfield Technology, Lock Street,
Savile Town, Dewsbury, West
Yorkshire

HARDWARE

Home and Business micro
computers bought and sold. Apple
equipment always required. Tel
0344 84423

BUY THE BEST
HARDWARE
THROUGH H.C.W.
HARDWARE SECTION. IF
YOU'VE ALREADY
BOUGHT WHY NOT
ADD ON? MAKE SURE
YOU APPEAR IN THE
RIGHT SECTION.
RING 01-437 1002
EXT 282

SOFTWARE APPLICATIONS

SPECTRUM KOPYKAT IMPROVED PERFORMANCE

Simply the best. Copying any program
is now as easy as LOADING and
SAVING your own programs. Any
ZX Spectrum program can be backed
up onto a fresh tape. Even programs
that cannot be stopped can now be
copied. 100 per cent machine code
Prints file names. Copies headerless
files. SPECTRUM KOPYKAT uses no
program area so full size programs
over 41.7K (9K for 16K machines) can
be copied. PLUS FREE Header
Reader program
Despatched by first class return of
SAE
Send cheque/PO for £4.95 to
MEDSOFT
61 Ardeen Road, Doncaster,
South Yorks DN2 5FR.
IT CAN EVEN COPY ITSELF

Sharp M280A owners, operating
system, so most M280K programs
run, e.g. list on Zen works, cassette
£6.50. T. Grist, 51 Kings Avenue,
Eastbourne, East Sussex

BBC MODEL B

Financial program of Inflation,
Compound Interest, Loan
Repayments, £7.50 + 50p. p + p
Schools program of beginners
Mental Arithmetic.
£5 + 50p. p + p

Cheques to:

I. Shere, 16 Longmeadow, Bristol
BS16 1DY. Tel: (0272) 655512.

SOFT OPTION

Exchange your Unwanted Software
Cassettes or cartridges, all types, any
make or model (no copies or amateur
tapes please). Tapes for same machine
ONLY SUPPLIED, send tapes and
SAE + £1 per tape to:

Softoption, "Rehoboth", Cottam
Lane, Langtoll, Driffield YO25 0BU.

Stop Press: Computer Swapshop
now available to TI-99/4A users!
Details from: M.A. Paris
(Swapshop), 38 Wooburn Manor
Park, Wooburn Green, High
Wycombe, Bucks HP10 0ET.

**NEW MICROS FOR OLD
NATIONAL COMPUTER
REGISTER**

Register with us and sell or buy your micro.
Send SAE, plus £1 for details to:

Link, 150 Bellhill Road, St. George, Bristol.

**SELL YOUR
PROGRAMS QUICKLY
AND EASILY
RING 01-437 1002
EXT 282**

**SOFTWARE
EDUCATIONAL****CHEMISTRY EXAMS?**

NO PROBLEM WITH ALCHEMY
SOFTWARE

6 Programs covering:
FORMULAE and CALCULATIONS
for O/CSE each with extensive notes
for ZX81 and SPECTRUM.
Send SAE for details to:

ALCHEMY, 78
TWEENDYKES ROAD, HULL

USER GROUPS

Britain's TI99/4A independant
group, newsletters, TI-module ex-
changes membership £5 p.a. see TI-
users, 40 Barrhill, Patcham, BN1
8UF.

NATIONWIDE SHOPS & DEALERS**ESSEX****BBC *****SPECTRUM * TEXAS**

Extensive range of
software/hardware/books always in
stock.
ESTUARY SOFTWARE PRODUCTS
261, Victoria Avenue, SOUTHEND,
Essex. Tel: 0702 43568.

SCOTLAND**THE GAMES SHOP AND
COMPUTER SOFTWARE
CENTRE TEL NO. 0224-643740**

3 Waverley Place, Aberdeen AB1 1XH.
Stockists of Spectrum, Dragon, VIC-20
and Commodore 64 software. Extensive
selection of books and magazines.

LONDON**SOFT MACHINE**

A large selection of the very best
software, books and some
accessories available for ZX81,
Spectrum, BBC, Dragon, VIC-20
and Commodore-64 microcomputers
at:

3 Station Crescent, Westcombe
Park, London SE3.
Tel: 01-305 0521, or send SAE for
free catalogue (state which
computer).

SURREY**SHEENSOFT**

Top Name Software at Rock
Bottom Prices.

All Imagine Tapes at £4.75
Manic Miner at £4.95

Send cash with order or SAE.
For full list.

All callers welcome at 1, The
Parade, Lower Richmond
Road, Richmond, Surrey.
Tel: 878 0530.

STAFFS

**Computerama -
The Midlands/
Home Computer
Specialists**

**FOR BBC, SPECTRUM &
ALL LEADING MICRO'S
STAFFORD: 59 FOREGATE ST
TEL: 0785 41899**

**STOKE-ON-TRENT:
MARKET SQUARE ARCADE
TEL: 0782 268620**

VIDEO GALAXY

NO. 1 FOR HOME COMPUTERS AND SOFTWARE

Commodore 64	only £199.95	100s of games, books
Dragon	only £164.95	and accessories
VIC-20	only £133.95	available for all
Spectrum	only £98.95	popular home computers
Spectrum 48K	£127.95	including BBC.

**VIDEO GALAXY
293 CHISWICK HIGH ROAD
LONDON W4
TEL: 01-994 4947**

**RECRUITING?
SELLING A PRODUCT?
OR A SERVICE?**

GET MAXIMUM BENEFIT FOR YOUR MONEY
FIND OUT ABOUT OUR WHOLE RANGE OF PUBLICATIONS IN:

**COMPUTING ELECTRONICS
VIDEO RADIO**

Simply telephone

ASP CLASSIFIED

01-437 1002

(We take Access and Barclaycard)

TO BE INCLUDED
IN THIS SECTION
RING 01-437 1002 OR FILL
IN THE COUPON BELOW

KENT**ROCHESTER SOFTWARE
& COMPUTER CENTRE**

Open 9.30am-5.30pm
Monday to Saturday
1/2 day Thursday

All makes of computers, books
and software.
Access/Barclay Card welcome at:
38, Deke Road, Rochester, Kent.
Tel: 0634 408305.

WARWICKSHIRE**CARVELLS OF****RUGBY LTD**

3/7 BANK ST. RUGBY

TEL: 0788 65275/6

TEXAS TI-99/4A now only £99.95 +
unbeatable Texas offer.
ACORN ELECTRON coming in stock
at £199, place your order now.
We also stock BBC B, Oric, CBM 64,
Spectrum + software books. Phone or
visit soon.

LANCASHIRE**LANCASHIRE
MICROS**

BBC, Sinclair, Commodore, Dragon and
Lynx personal computers.
Also the widest range of software, books and
accessories in the area.
51 QUEEN STREET, MORECAMBE,
LANCS. Tel: (0524-411435).
ALSO OPEN SUNDAYS

**PENNINE COMPUTER
CENTRE**

Large selection of the best
software. Special introductory
offer 10% discount. SAE for free
catalogue, stating micro, at:

36, Willow Street, Accrington,
Lancashire or Tel: 0254 390424.

Please include my business details in the next available
issue of Home Computing Weekly

Business Name:

Address:

Tel. No:

Open Hrs:

Contact (Office Use Only):

Post To: H.C.W.
(Shops & Dealers),
145 Charing Cross Rd.,
London WC2H 0EE.



CLASSIFIED ADVERTISEMENT

— ORDER FORM

1.	2.	3.
4.	5.	6.
7.	8.	9.
10.	11.	12.
13.	14.	15.

Advertise nationally for only 35p per word (minimum charge 15 words).

Simply print your message in the coupon and send with your cheque or postal order made payable to Argus Specialist Publications Ltd to:

CLASSIFIED DEPT., HOME COMPUTING WEEKLY,
145 Charing Cross Rd., London WC2H 0EE.
Tel: 01-437 1002.

Name

Address

.....

Tel. No. (Day)

PREFERRED CLASSIFICATION

Please place my advert in Home Computing Weekly for weeks.
Please indicate number of insertions required.



--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

A. S. N. COMPUTER SERVICES LIMITED

ANNOUNCE

Top USA Software at Discount Prices
At least 20% Discount from Top Selling US Software

Just Look at These:

	RRP	A.S.N.
Zakkon — Datasoft — Atari	33.00	25.00
Jumpman — Epyx — Atari CB64	33.00	25.00
Miner 2049ER — Big Five — Atari	41.70	30.00
Temple of Apshei — Epyx — Atari, CB64, IBM	33.00	25.00
Zork I to III — Infocom — Atari, CB64, IBM	33.00	25.00 (each)

All Prices include VAT and Post & Packing is Free (UK mainland only). This is just a selection. We have over 500 Games/Utilities/Educational and Business programmes to choose from. To obtain up to the minute info on any programme, telephone our Hot Line — 07842 57599.

(Export Orders Welcome)

Send all orders with cheque P/O etc to:

A.S.N. COMPUTER SERVICES LTD,
Dept. H.C.W., 89 Station Crescent,
Ashford, Middx.

THE

Ω

MEGA

RUN

... is coming

TI-99/4A SOFTWARE

PILOT £5.95

A great new flight simulation game for the unexpanded TI99/4A. Graphics display of landing strip and terrain map, plus updated instrument panel. Options for take-off, landing or in flight. Full instructions included. Graphics and sound.

TITREK £5.95

Defeat the Klington invasion fleet. Features include 5 skill levels, graphics quadrant display, galaxy map, phasers, photon torpedoes, long range scans, damage reports, shield control, impulse and warp drive. Eight by eight galaxy. Full instructions included. Graphics and sound.

Send cheque or P.O. or telephone with Access/Visa for immediate despatch. Please add 50p p&p to orders under £7. Orders over £7 post free.

APEX SOFTWARE

Swiss Cottage, Hastings Road,
St. Leonards-on-Sea, TN38 8EA
Tel: Hastings (0424) 51175

'NOW WIN THE POOLS'

THIS IS MEANT FOR YOU — ESPECIALLY IF YOU USE A SINCLAIR ZX81 or SINCLAIR SPECTRUM COMPUTER, or even ANY COMPUTER.

HAVE YOU EVER HAD THAT DREAM OR EVER WISHED THAT YOU HAD "WON ON THE POOLS" — AT LAST YOU CAN TURN IT INTO REALITY.

THERE IS A SECRET OF "HOW TO WIN ON THE FOOTBALL POOLS" — IT CAN BE DONE. I DISCOVERED THE SECRET A LONG TIME AGO — NOW, FOR THE FIRST TIME I'M PREPARED TO SHARE IT WITH YOU.

HOW DOES THIS INTEREST YOU — I HAVE DOCUMENTARY EVIDENCE BY WAY OF POOLS WINNINGS DIVIDEND SLIPS/ CANCELLED CHEQUES, etc, SHOWING MY PRESENT WINS ON THE POOLS AS FOLLOWS:—

First Dividends	Second Dividends	Third Dividends	Fourth Dividends	Fifth Dividends	Sixth Dividends
765	1,818	2,942	1,952	631	93

A GRAND TOTAL OF 8,201 (EIGHT THOUSAND, TWO HUNDRED AND ONE DIVIDENDS — so far).

I HOLD THE UNCHALLENGED WORLD'S RECORD FOR POOLS WINS

I AM MAKING THIS VERY SPECIAL, REDUCED PRICE OFFER TO READERS OF HOME COMPUTING WEEKLY FOR A LIMITED PERIOD ONLY.

Do not let anyone tell you that it is impossible to "WIN ON THE POOLS" — since I perfected my method, I HAVE WON REGULARLY for over TWENTY-FIVE YEARS — proof that it is no 'flash-in-the-pan'.

I have CHALLENGED THE WORLD with my record of wins and with all the evidence that I possess — NO ONE has ever been able to accept the Challenge — I KNOW NO ONE EVER WILL.

MY SECRET IS NOW PLACED ONTO COMPUTER CASSETTE FOR YOU.

THE METHOD IS THE GREATEST TREBLE CHANCE WINNER IN THE HISTORY OF FOOTBALL POOLS — IT WILL LAST FOREVER — BOTH FOR ENGLISH AND AUSTRALIAN FOOTBALL POOLS, WITH EQUAL SUCCESS.

I now intend to give a limited number of people the opportunity of making use of my method — perfected over 25 years and proving itself on EVERY ONE OF THOSE TWENTY-FIVE YEARS.

You will have noted details of my personal achievements so far, as given to you above.

A GRAND TOTAL of 8,201, yes 8,201 POOLS DIVIDENDS, including 765 FIRST DIVIDENDS.

My Pools Winnings Dividend slips now number so many, that they fill a very large suitcase and will stand as my evidence of all claims in ANY COURT OF LAW IN THE WHOLE WORLD.

Taking just the past 25 years into consideration, I have won ON AVERAGE over 328, (THREE HUNDRED AND TWENTY-EIGHT) Pools Dividends EVERY YEAR — or — AN AVERAGE of over SIX DIVIDENDS EVERY WEEK for TWENTY-FIVE YEARS.

You have my absolute Guarantee of the complete authenticity of every claim, cheque, document, letter, etc, contained herein.

Don't take my word for it, read what people write about me and my method:—

I won on Zeters last weekend. It was not a big sum, but all the same it was a very nice surprise for me. J.C., Lancs.

I appreciate the straightforward method you adopt, which is such a contrast to the rubbish of misrepresentation which is so common in the Betting World, by unscrupulous and self-opinionated charlatans. C.H., Devon

Winnings cheque received today, sincere thanks. D.N., Devon

I congratulate you on your achievement. R.R., Wales

I should like to thank you for a most exciting season and look forward to hearing from you again. J.C., Hants.

I would like to acknowledge cheque and say how much I appreciate your integrity. J.M., Scotland

Many thanks for your system, it is all you say and more. J.C., Lancs.

Your wonderful system won me £3,527. I intend to visit London soon and will be able to come and see you personally. (Overseas Client). P.M., Kampala.

Many thanks for trying so hard to please us all, your brother should be thanked also. One of our daughters, WHOSE HUSBAND YOU HELPED ENORMOUSLY, has just phoned, the four of them have just spent a lovely holiday in Spain. K.R., Isle of Man.

I do have losing weeks, but ON AVERAGE my winnings show over SIX DIVIDENDS EVERY WEEK for the past 25 years.

I know that you are now utterly flabbergasted, it always happens to everyone with whom I come into contact. Please just sit back and imagine for a moment my FIRST DIVIDEND wins alone — they now number 765 (seven hundred and sixty-five) and will probably be even more by the time this advertisement appears in print.

I AM NUMBER ONE IN THE WORLD AND NO ONE DISPUTES IT.

For as long as I continue to enter the Football Pools my wins will continue. I have already said, they apply, with equal success to both English and Australian Football Seasons.

I intend to release a STRICTLY LIMITED NUMBER of copies of my cassette, (either for Sinclair ZX81 or Sinclair Spectrum) — DO NOT DELAY AND FIND YOU ARE TOO LATE, in which case I would have to refund your money.

I am so confident of YOUR success that if do not win at least THREE FIRST TREBLE CHANCE DIVIDENDS in the first 20 weeks of entering, I will completely cancel the balance of the purchase price and you do not have to pay me another penny, at any time, no matter how vast your winnings.

I only wish that space would allow me to give you photographs of my winnings slips, cancelled cheques, etc, but it is of course impossible — they now number 8,201 dividends. I have however given JUST A FEW EXTRACTS from ORIGINAL LETTERS I hold from my small Clientele.

I am the Inventor and Sole Proprietor of my method, Registered as EUREKA — ('I have found it'). I am known as The Professor in Pools Circles — I am of the Highest Rank in Forecasting — this is beyond dispute. I am marketing a limited number of Computer Cassettes, under my Registered Company — FOOTBALL ENTERPRISES.

My initial charge for a copy was £75, but for this SPECIAL REDUCED PRICE OFFER I will send you a copy, (for ZX81 or Spectrum) for £20, (twenty pounds) ONLY, plus your Promise to pay me the balance of £55 — ONLY IF YOU WIN AT LEAST THREE FIRST TREBLE CHANCE DIVIDENDS IN YOUR FIRST 20 WEEKS OF ENTERING — otherwise you owe me NOTHING FURTHER.

This is surely proof absolute of my supreme and utter confidence in my own abilities and in the capabilities of my discovery. I could easily CHARGE £2,000 per cassette on the evidence I possess, but that would not be fair to everyone, which is what I want to do.

My method is WORLD COPYRIGHT, any infringement and immediate proceedings will be taken, without prior warning. It is truly ingenious and has stood the test of time.

My cassette is simplicity itself to operate and you'll be given FULL DETAILS for weekly calculating. Your entry need not involve you in any large weekly stakes, you can enter for as little as 25p, if you wish.

I charge NO COMMISSION on any of your wins — no matter how BIG they may be.

I realised a long time ago, that it was no good sitting down and dreaming about winning the pools, so I burnt the candle at both ends, working late into the night, occasionally RIGHT THROUGH THE NIGHT, I KNEW there was a way, eventually it all paid off and has been doing so ever since.

I am unable to vary my offer to anyone, so please do not request it, as I shall very easily dispose of the cassettes I have prepared and am making available.

IMMEDIATELY I perfected my method I commenced winning right away, (first with just a little £163, the first week I used it), I HAVE NEVER LOOKED BACK SINCE, amongst all those dividends was one for over EIGHT THOUSAND POUNDS for just one eighth of a penny stake.

I will release a copy on cassette, to you, on receipt of the completed order form and your Signature thereon, confirming you will treat it in the STRICTEST CONFIDENCE between us and retain it for your OWN USE ONLY.

PLEASE NOTE:

If you happen to be the proud owner of a Computer, other than a Sinclair ZX81 or Sinclair Spectrum, you can still purchase a copy of my method, for the same price and program it YOURSELF on to YOUR OWN COMPUTER.

I sent in my FIRST entry last week and won 2nd and 3rd dividends, as you will see from the enclosed certificate. One more and I would have collected over £400 for FIRST dividend. Once I've won a fair amount I shall be taking from winnings and at 2p per line, A FIRST DIVIDEND last week as this would have been over £3,000. C.A., Yorks.

I am very interested indeed and enclose £20 herewith. I agree to pay you the balance of £55 ONLY if I win at least THREE FIRST TREBLE CHANCE DIVIDENDS in my first 20 weeks of entering — otherwise I owe you NOTHING FURTHER at any time — no matter how much money I win. My Signature below is my Undertaking to retain complete and absolute confidence about the method.

Name.....

Address.....

Signature..... HCW32

The Managing Director,
Football Enterprises,
'Anvon',
9 New Road,
Haverfordwest, Pembs.

Please tick if cassette is for:
Sinclair ZX81 (16K)
Sinclair Spectrum (48K)
Any other Computer

ocean's 11

FOR ANY ZX SPECTRUM

TRANSVERSION
TRANSVERSION
TRANSVERSION

Joystick compatible

ocean

FOR ANY ZX SPECTRUM
& commodore 64

ARMAGEDDON

Keyboard
Joystick
compatible

ocean

FOR THE 48K SPECTRUM

KONG

Keyboard
Joystick
compatible

ocean

RESCUE

FOR THE 48K SPECTRUM
Joystick compatible

ocean

FOR ANY ZX SPECTRUM

DIGGER DAN

ocean

ROBOTICS

FOR ANY
ZX SPECTRUM

Keyboard
Joystick
compatible

ocean

FOR THE 48K SPECTRUM
& commodore 64

WIMPY

MR. **WIMPY**

'The Greatest Game
under the Bun'

Joystick
compatible

ocean

FOR THE commodore 64

RollerBall

Joystick compatible

ocean

FOR ANY VIC-20

CATERPILLA

Joystick
compatible

ocean

FOR THE 48K ORIC

ROAD-FROG

ocean

FOR THE 48K ORIC

TARANTULA

Joystick
compatible

ocean

**SUPER8 GAMES
PACKED WITH
MORE FUN,
CHALLENGE AND
EXCITEMENT**

Spectrum Titles £5.9
VIC 20 Titles £5.9
commodore 64
Titles £6.9
Oric 1 Titles £6.9

**Simply
Sensational**

Featuring

- ANIMATED GRAPHICS
- ARCADE SOUND EFFECTS
- MACHINE CODE ACTION

DEALERS:

Ocean's Fast Selling range is available from all major distributors, for further information phone 061-832 7049

Expect the Best-insist on

ocean

NUMBER 1 IN GAMES SOFTWARE
OCEAN SOFTWARE LIMITED, HALL 1 BUILDINGS,
STANLEY STREET, MANCHESTER M3 5FD.

Ocean Software is available from WH SMITH, John Menzies, selected branches of LASKYS, Spectrum Shops, Computers for all, RUMBELOWS, Major Department Stores and all good software outlets. Details phone 061-832 9143